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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

MEGAMAN 6 BATTLE NETWORK® CYBEAST GREGAR

MEGAMAN 6 BATTLE NETWORK® CYBEAST FALZAR

COVERS NINTENDO
GAME BOY® ADVANCE

BASED ON A GAME RATED BY THE ESRB
EVERYONE E

CAPCOM®

Written by Greg Sepelak

MEGAMAN 6 BATTLE NETWORK® CYBEAST GREGAR

MEGAMAN 6 BATTLE NETWORK® CYBEAST FALZAR

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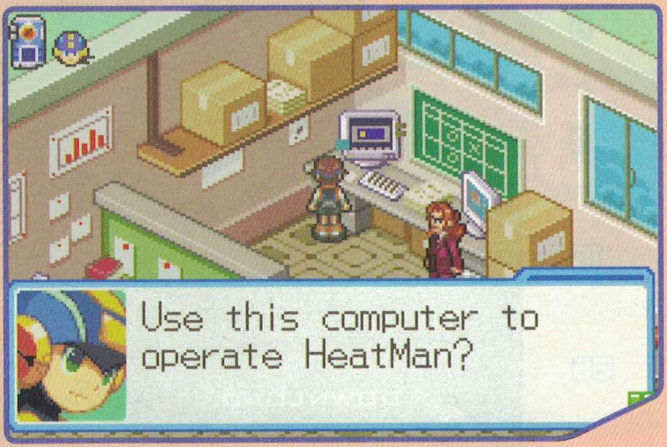
1.1

GET STARTED!

Welcome to the latest game in the long-running *MegaMan Battle Network®* series! Veterans to the series should know the basics of gameplay by now, and those new to the series will find the in-game tutorials are a valuable resource. Therefore, this section covers some of the finer details that the tutorials don't cover, along with some of the changes in this game from the previous ones.

TAKE CONTROL!

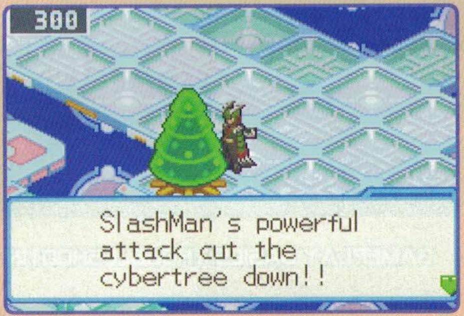
In *Battle Network® 5*, you could take control of other players' Navis during Liberation Missions. This time around, you can take control of other Navis pretty much any time you want. Upon gaining their Operator's trust, simply find them as Lan and examine the machine their Navi waits in to use them freely. Each version of the game has five Navis to use.



Use this computer to operate HeatMan?

LINK NAVIS

CYBEAST GREGAR	CYBEAST FALZAR
HeatMan	SpoutMan
SlashMan	TenguMan
ElecMan	TomahawkMan
EraseMan	GroundMan
ChargeMan	DustMan



SlashMan's powerful attack cut the cybertree down!!

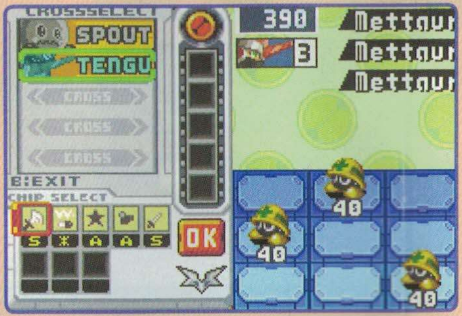
There are a couple of disadvantages to using Link Navis, though. The Navi Customizer does not work on them and their HP is set per game "chapter." Also, you cannot complete Request BBS tasks with them.

Aside from new battle powers and abilities, each Link Navi can also destroy certain obstacles on cyberworld maps. Each type of "element" obstacle can be destroyed by two of each game's Link Navis.

See Chapter 3-6-1 for a detailed look at the Link Navis.

GET CROSS!

Similar to the Souls from *Battle Network® 4* and *5*, Crosses fuse the powers of the Link Navis with MegaMan to enhance his abilities, but the method of using them has been *heavily* simplified from earlier games. All you must do now to activate a Cross is select it from the Custom Menu and—boom—MegaMan has that power!



The Crosses that MegaMan can earn are different in each version of the game, all based on the Link Navis you recruit and the Cybeast that graces the title of your version of the game.

See Chapter 3-6-2 for a detailed explanation of the Cross system.

ELEMENTAL!

A standard from the very first game, there are four Element types that inflict double damage if an Element-based attack is used against a target of the right Element.

- Fire burns Wood
- Wood grounds Elec
- Elec shocks Aqua
- Aqua douses Fire

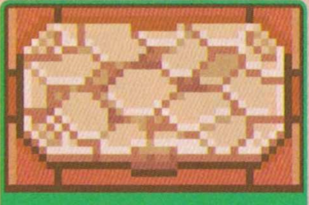
However, new to this game is a *second* cycle of double-damage with the four *other* non-Null Chip types. They are:

- Break shatters Sword
- Sword slices Wind
- Wind blasts Cursor
- Cursor targets Break

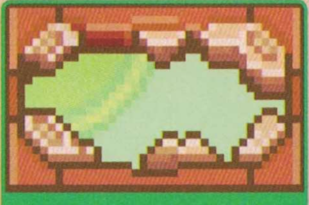
Although these four states do not come into play often (mostly against bosses, or used against your Cross forms or Link Navis), keep them in mind!

WATCH THE FIELD!

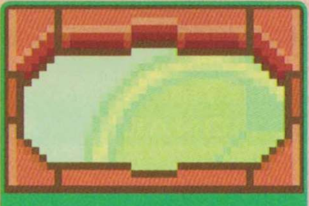
Keep an eye on the condition of the battlefield when planning an attack. Different Panels have different effects that you must take into account. The FlotShoe and AirShoes Programs can help you ignore *most* of these effects as far as your Navis are concerned, but not all of them.



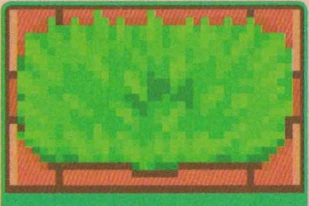
Cracked: Turns to Broken when stepping off.



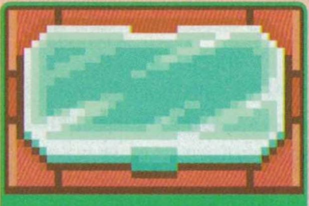
Broken: Cannot be crossed; becomes Normal after a while.



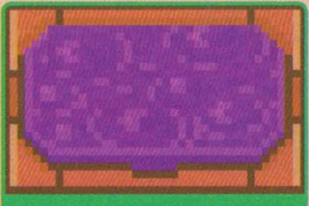
Hole: Cannot be crossed; remains through entire battle.



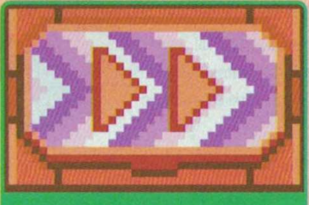
Grass: Restore Wood-types' HP, Fire damage doubled.



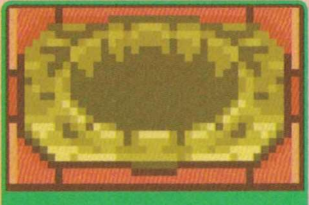
Ice: Slippery; Aqua damage causes Freeze effect.



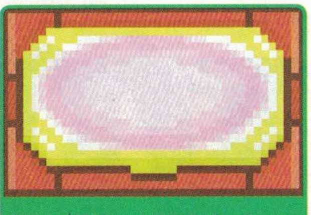
Poison: Gradually reduces HP.



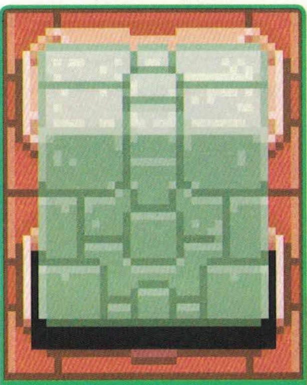
Conveyor: Pushes in the direction that the arrows point.



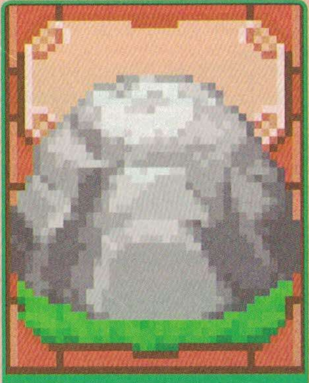
Volcano: Periodically erupts, causing Fire damage.



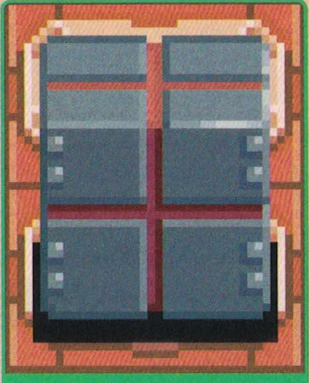
Holy: All damage is halved.



Rock Cube: Obstacle; can be "pushed" with AirShot or broken with Break attacks.



Boulder: Obstacle; can only be broken with Break attacks.



Steel Cube: Obstacle; cannot be moved or broken.

GETTING EMOTIONAL!

Keep an eye on how MegaMan is feeling with the Emotion Window. MegaMan's condition can play a major role in your battle strategy.

NORMAL

In this default state, MegaMan is fine. Everything is fine. How are you?

FULL SYNCHRO

By striking an enemy with a Chip attack at just the right time, you can stun the enemy with a Counter Hit and make MegaMan (or any other Navi you control) enter Full Synchro. In this state, the next attack-type Chip inflicts double damage! Any modifiers (like Attck+ Chips) added to that Chip also have their effects doubled. In this state, enemies flash when they are vulnerable to a Counter Hit, indicating the time to strike.

It only takes a single blow to knock your Navi out of Full Synchro, though, so be careful. This emotional state lasts outside of battle; end a fight in Full Synchro and you start the next one ready to cause double damage!

ANGRY

If MegaMan takes more than 300 points of damage in a single blow or gets pelted with so many attacks that he actually can't *move* for about two seconds ("trap" effects like stun don't count!), he gets very upset. While this anger only lasts about 10 seconds, it has some powerful advantages. During this time period, you're granted the SprArmor effect (attacks don't make you flinch) and your next attack Chip or Program Advance causes double damage. Using a Chip/PA calms down MegaMan, ending the emotional state.

TIRED

Any time a Beast Out is cancelled, MegaMan enters this state. It doesn't affect his *normal* functions, but it does have two significant effects. First, MegaMan can't enter Full Synchro or get Angry. Second, if he tries a Beast Out while Tired, he will enter the berserker Super Beast Out mode. MegaMan remains in this state until he wins a battle without using a Beast Out.

EXHAUSTED

An even more dangerous level of fatigue, MegaMan only enters this state when a Super Beast Out is cancelled. He can't enter Full Synchro or get angry while Exhausted, plus Crosses and Beast Outs are impossible to achieve. Additionally, his HP starts to rapidly deplete! Although his HP will never drop below 1, this is dangerous. He will stay in this state until the end of battle, but in the next fight he starts out Tired.

FREELANCE NETBATTLERS

Making a return after a long departure is the Request BBS, a place to go to undertake optional jobs for bonus prizes that have nothing to do with the main plot of the game. You can only take one job at a time and only jobs of a certain rank until you gain more experience at the Request BBS. It's important to note that you can't use your Link Navis to complete jobs. The prizes are certainly worth the effort, though!

See Chapter 2-8 for a detailed look at the Request BBS jobs.

FIGHT VIRUS WITH VIRUS!

Another way to earn some prizes (including some nice upgrades) is with Virus Battling. After obtaining the BtlrCard, certain "Rare" versions of each Virus-type appear on the net. Fight them, collect their data, find certain Mr. Progs in different cyberworld areas, then pit your collected Viruses against other Viruses. While Virus Battling is optional, there are some nice prizes to earn if you want to max out MegaMan!

See Chapter 3-7-2 for a detailed rundown on Virus Battling.

RARE TREASURES!

Speaking of rare things, each time you Jack In to the cyebrworld, there's a roughly 24% chance that somewhere, a green Mystery Data packet has been replaced with a yellow one. The contents of these packets are very valuable indeed. If you're feeling up to it, use a DashRun SubChip or SneakRun program to reduce your encounter odds, and crawl through every one of the potential maps in one go. Of course, this is a lot easier later in the game once you've opened the paths to more areas.

YELLOW MYSTERY DATA PACKET LOCATIONS

CENTRAL AREA 3	SEASIDE AREAS 1~3
Green Areas 1~2	Underground Areas 1~2
Sky Areas 1~2	ACDC Area
Undernet 0~2	Graveyard
Immortal Area	

TROUBLESHOOTING

- **Save frequently! You can save in the middle of a virus-infested system, so remember to save immediately after picking up a particularly cool item or large sum of Zenny. They give you the opportunity, so take it!**

- **Don't hesitate to Jack Out of a system if your Navi is in trouble. It's far better to retrace your steps with all the goodies you've collected and more HP than risk deletion and losing it all. Combine this with frequent saving for better results.**

- **Take your time! Only certain sub-quests have a time limit. When there is no visible counter, feel free to explore and build up your Chip and Zenny stocks, or take on a Request BBS job.**

- **How you pack your Folder is extremely important. Chip compatibility should be your main focus. Having the ability to quickly and easily string together several attacks and Program Advances is more important (and safer) than a series of staggered, incompatible, yet strong attacks that force you to wait until the Custom Gauge refills to attack again. Try to get your Folder down to one Letter Code (not counting the wild-card * Codes, of course).**

- **If you have a single devastating Chip on hand that can end a standard battle by itself (for example, a particularly effective Mega-Class Navi Chip), it doesn't hurt to have it in your Folder regardless of its Code. Don't ignore a potentially powerful weapon if you have it, but don't rely on it.**

- **Zenny is very important but how you spend it even more significant. HPMemory upgrades should always be at the top of your "to buy" list, with Customizer Programs close behind. There are only a few Chips that you can only reliably obtain by buying them in stores. Hold off on buying Chips unless they fit nicely into your Folder's Code scheme.**

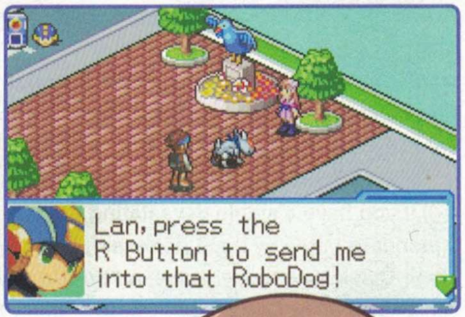
- **Don't forget your Buster attacks! Once you acquire the Navi Customizer, juice up the Attack and Charge ratings to unleash faster, more powerful blasts. This is especially useful during Crosses. Since using the Buster doesn't end a Full Synchro, use it to finish off that last enemy and save your Full Synchro for the next fight. This is especially useful to have prior to a boss fight. Try to end a fight with common foes in Full Synchro, then go tackle that big baddy with double damage!**

2.1

HOT CHA!

Goodbye ACDC Town! Lan's family moves with Dr. Hikari's job, sending our heroes to a new town and a new school. Of course, where the Hikari bots go, trouble follows…in the form of a mysterious criminal, Navis.

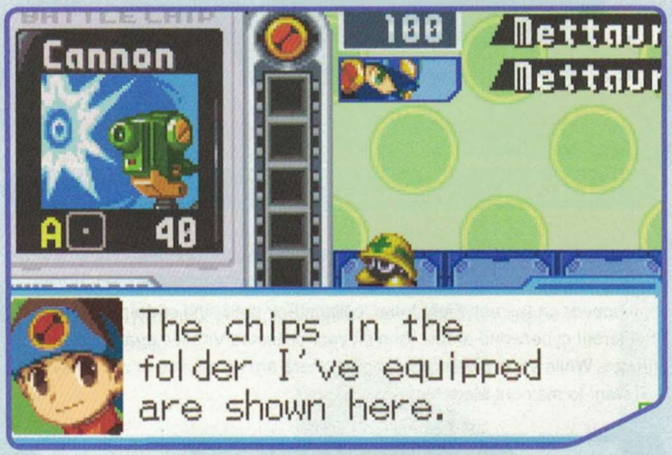
Talk to your Mom & Dad in the living room, then exit to Central Town. In the park, Jack In to the robo-dog and protect the girl!



Lan, press the R Button to send me into that RoboDog!

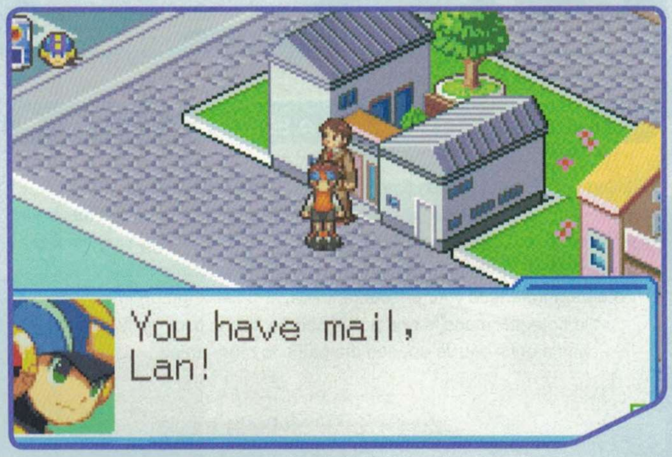
TARGET IDENTIFIED

People who've played past *Battle Network* games should recognize this; the gameplay basics tutorial. Simply follow the instructions given and you save the girl!

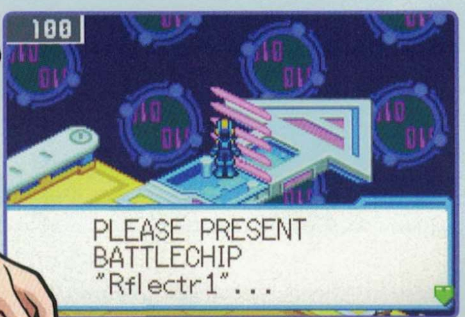


The chips in the folder I've equipped are shown here.

Explore Central Town, talking to everyone, and check your email when prompted. Jack In to the Robo-Dog again to claim **600 Zenny**.



You have mail, Lan!

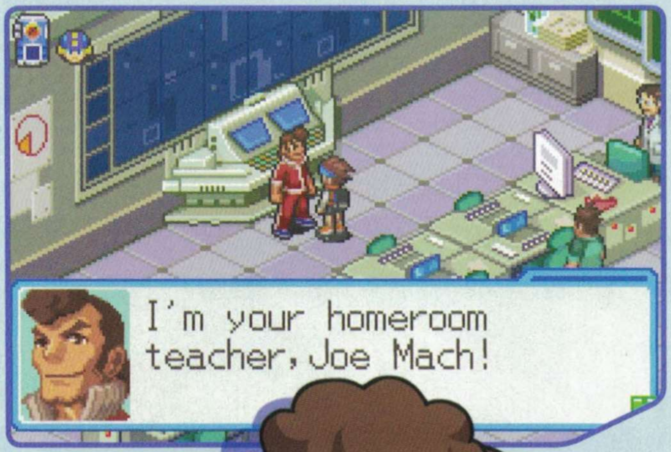


PLEASE PRESENT BATTLECHIP "Rflectr1"...

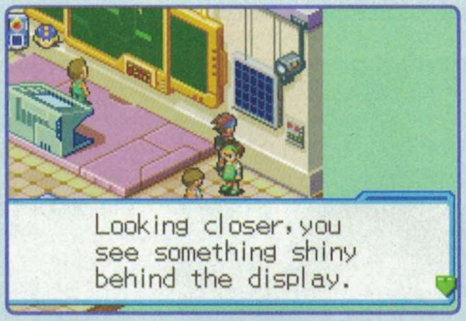
Return home and Jack In to Lan's computer. Go through Lan's HP to Central Area 1. Get a **Reflect1 Chip** in battle to open the gate to Central Area 2.

In Central Area 2, speak to the green Navi in front of the blocked road to Central Area 3. You can't progress any further, so Jack Out and go to bed.

The next morning, go to school. Once in the lobby, head through the left gate and into the Teacher's Room. Talk to your new teacher, Joe Mach, to get the **StudntID**. The ID lets you enter the right gate. Go through the 1F hall and up the steps. Enter Room 6-1 on the second floor to begin your new school day.

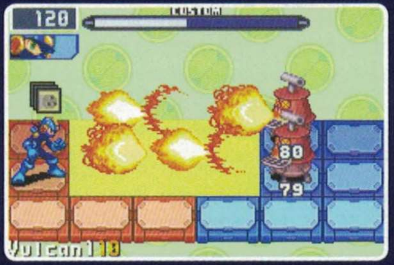


I'm your homeroom teacher, Joe Mach!



Looking closer, you see something shiny behind the display.

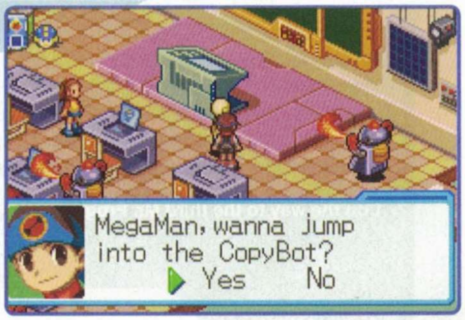
Check out the information board beside the blackboard for a **RegUp1**. Jack In to the blackboard and claim the **Thunder * Chip** and **700 Zenny** inside. Log out and talk to everyone in the classroom, then get ready to fight a Virus Battle!



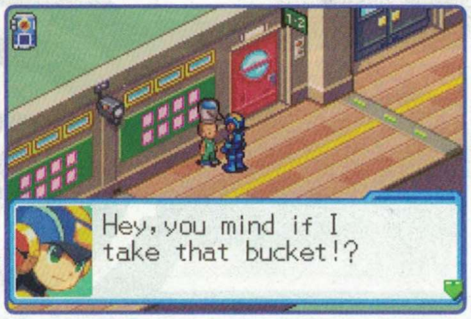
Virus Battle: Oldstov x2

The two Viruses you face here are a little tougher than the Mettaurs meant for you to fight, but not too much to handle. They're slow and have a limited range to their Burner attacks. Sadly, like all story-driven Virus Battles, you get no reward for beating them.

Leave the blackboard computer. Now MegaMan gets the chance to move around in the human world! Talk to everyone in the class to move on. When the Security Bots enter the room, examine the CopyBot body to send MegaMan back to rescue the class.



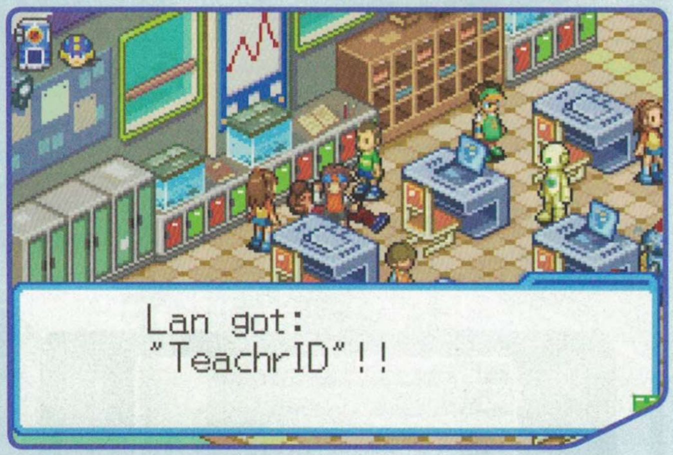
MegaMan, wanna jump into the CopyBot?
▶ Yes No



Hey, you mind if I take that bucket!?

As MegaMan, run down to the 1F Hall and talk to the kid with the **Bucket** on his head to take it. Return to 6-1 and throw the water on the robots to cool them down.

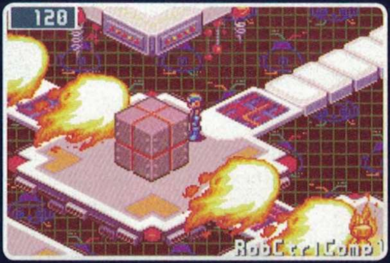
Talk to Mr. Mach to get the **TeachrID**. You can explore the other classrooms now and Jack In to the blackboards in 6-2 and 1-1 for more prizes. Return to the Teachers Room. MegaMan is automatically Jacked In to the Robo Control PC.



Lan got:
"TeachrID"!!

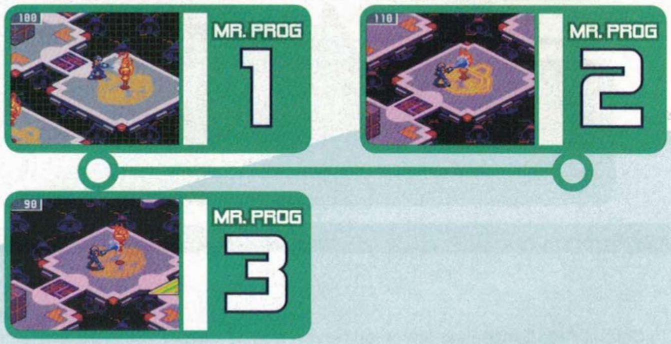
See Chapter 3.1.2 "Computer Maps" for the maps of the RobCtrlComp and other non-Internet areas.

When in the PC, you have to find the three Mr. Progs in each of the two maps. Cool them down with your new WatrData in order to clear the flames from your path. Making this more difficult are the periodic firestorms that sweep through the area!



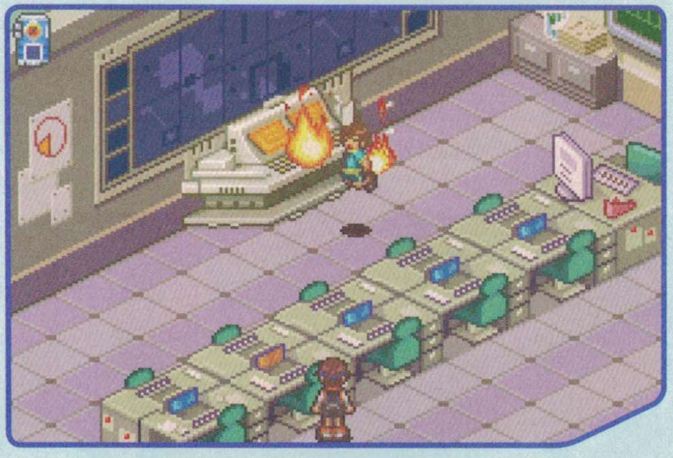
When you see embers floating through the air, a rain of fireballs is going to come in the direction the wind is blowing. Quickly get behind one of the large steel cubes, or you get burned for 10 HP! Stay directly behind the cube; move too far away and you still get burned! Be sure to grab the HPMemory at the northern edge of area 1 on the way to the third Mr. Prog.

Robo Control PC 1 Mr. Progs

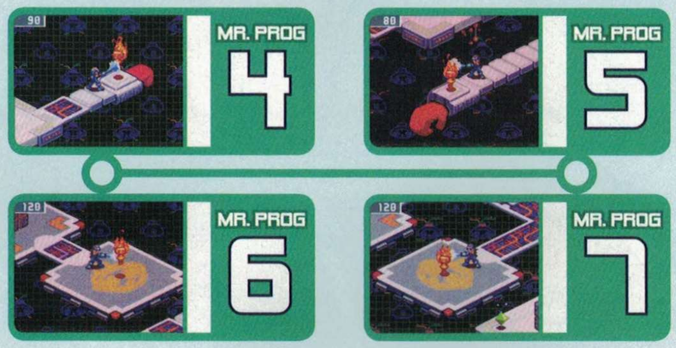


You can cancel out an incoming firestorm by approaching a flaming Mr. Prog and pressing the A button before the flames are unleashed!

Back in control of Lan, keep talking to Mick until he tells you where his Navi might be hiding. Now head to the small monitor flashing orange. Check it out and Mick's Navi helps out, dousing the flames surrounding MegaMan so you can continue. Find four more flaming Mr. Progs in the next area. Beware, though, as the firestorms are more frequent!



Robo Control PC 2 Mr. Progs



Once all the Mr. Progs are cooled down, there's one last task to take care of…BlastMan, the Navi responsible for the trouble. Head to the Main System (previously blocked by fire) and take him on!

BLASTMAN.EXE

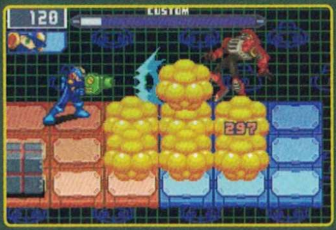
OPERATOR: UNKNOWN

Element: Fire

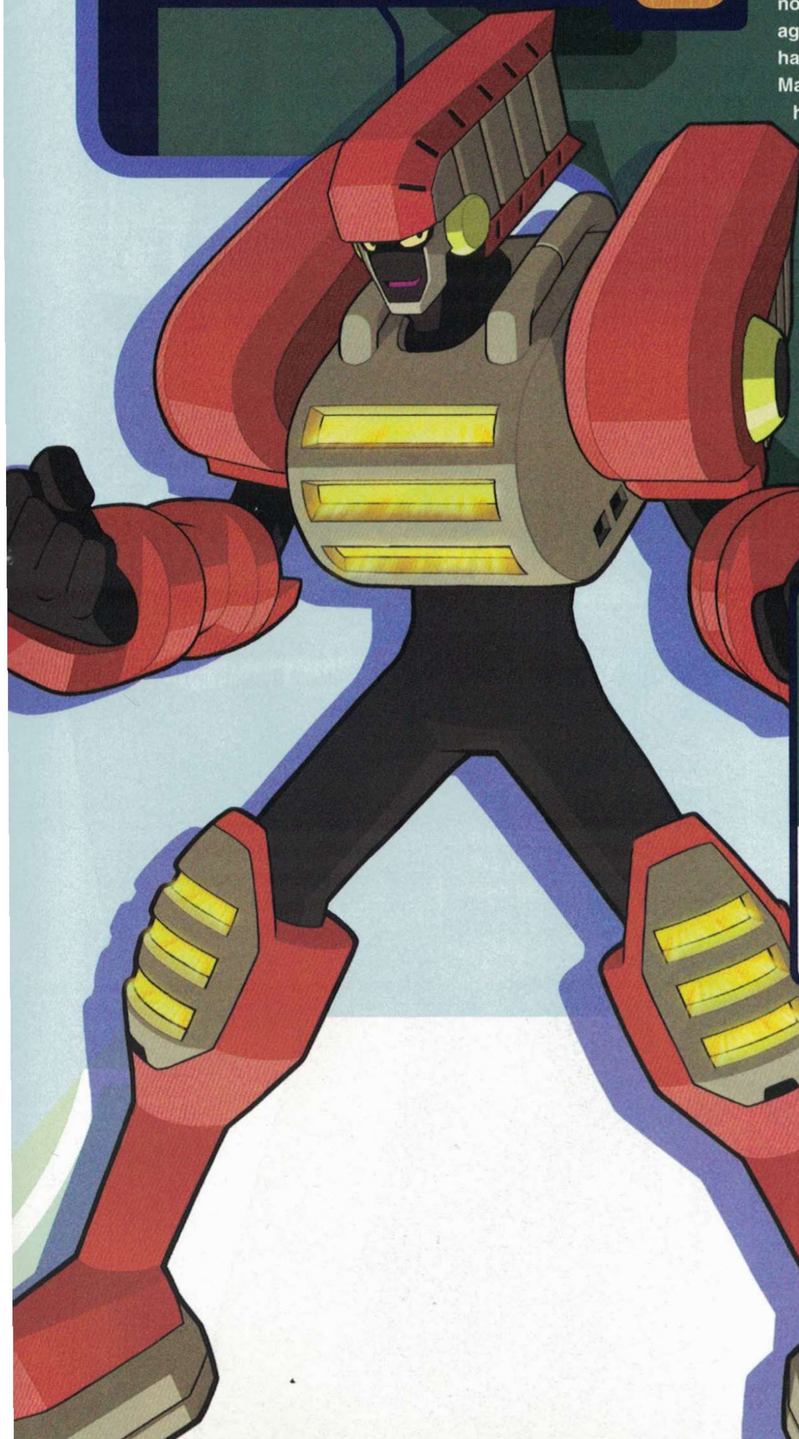
Normal	400
EX	800
SP	1400
RV	2000

Full Synchro counterattack opportunity!

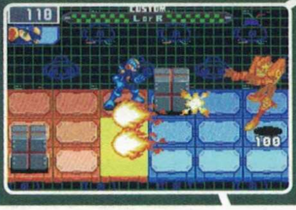
Your first encounter with BlastMan is really quite easy. He's slow, his attacks are pretty straightforward and not all that frequent...but don't expect later versions to show the same courtesy. The two steel cubes in the field may seem annoying, but they provide vital cover for you! BlastMan has the ability to move into hole panels, so don't bother trying to reduce his mobility that way.



Even though you don't have any Aqua-Element Chips right now (which BlastMan is weak against), you really shouldn't have any problems with him. MachGun1 is good for nailing him this time around, and if you're lucky enough to get a GigaCan1 Program Advance, say goodbye to 75% of his HP! You will really want those Aqua Chips for later versions; while the steel cubes make WideSht nearly useless, BubStar and AquaNdl Chips almost guarantee some good damage. DiveMan Chips also can prove effective, and are easier to time than AquaMan Chips. Arrow series Chips might be difficult to time for maximum damage, but can put some serious hurt on him!



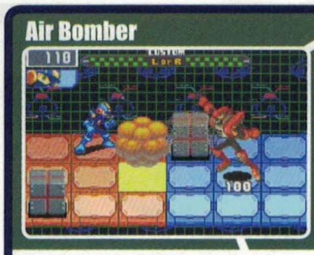
Blast Fire



NORMAL: 20
EX: 80
SP: 150
RV: 270

Just like when you were moving through the Robo Control PC, watch for flying embers and get behind a steel cube! At first, the three fireballs BlastMan unleashes only appear from right to left, but in later fights they come from other directions as well. Position yourself next to the steel cube so that the fire is blocked.

Air Bomber



NORMAL: 10

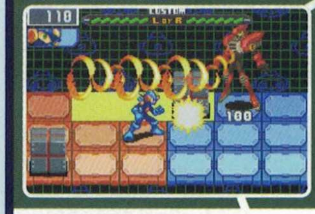
EX: 50

SP: 90

RV: 140

This is a simple, medium-speed, shockwave-style attack that moves forward from panel to panel. Since it can't curve to attack, you need only sidestep to avoid it.

Blast Hurricane



NORMAL: 10

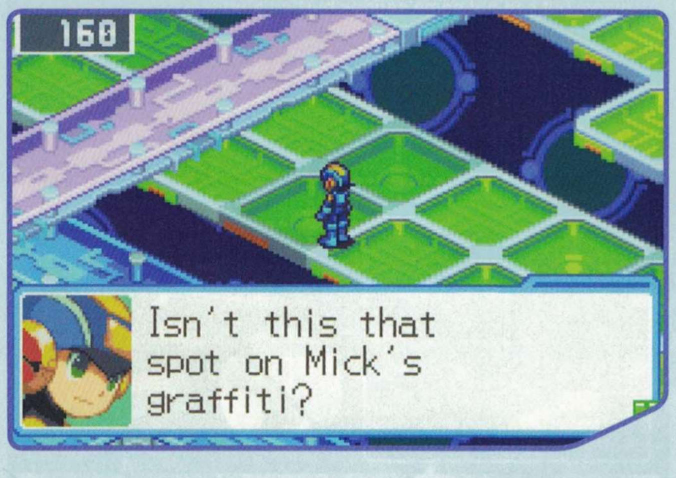
EX: 50

SP: 90

RV: 140

This flaming tornado covers up to three panels. It's not too hard to sidestep, but it cuts right through the steel cubes, making them not so safe to hide behind.

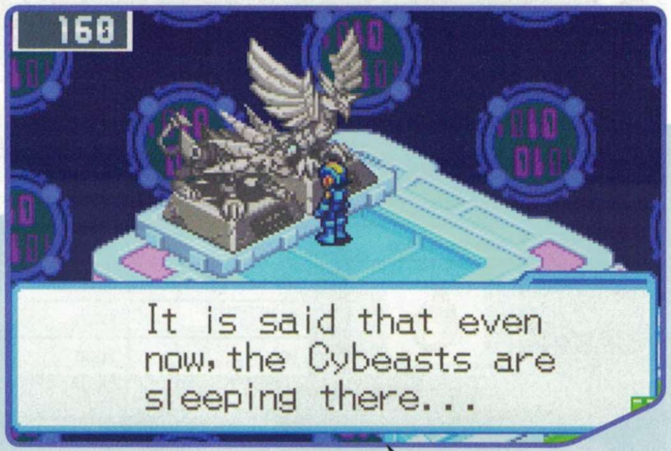
Lan gets the **Graffiti** from Mick once BlastMan is cleared out of the system. Head home and log into the Net. Make sure to check your mail to get the **Roll R Mega Chip**. Head to Central Area 2. On the main path, there's one square in the shadows that MegaMan can't pass through; examine it to get the **KeyData**. Now you can enter Central Area 3!



160

Isn't this that spot on Mick's graffiti?

Head for the two Cybeast statues at the north end of Central Area 3 and examine them. Log out and head to bed.



160

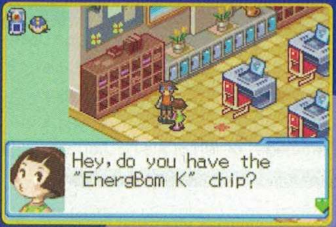
It is said that even now, the Cybeasts are sleeping there...

CAGE AND AQUARIUM

With BlastMan gone and Central Area 3 explored, a new school day starts.

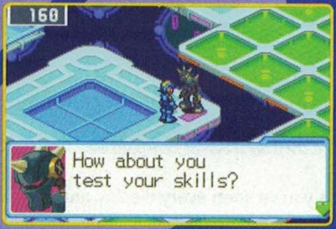
SIDE STUFF!

Several new things have popped up that have nothing to do with your required stops in this chapter. These opportunities will still be around in later chapters, but this is the first time they are available.


Hey, do you have the "EnergBom K" chip?

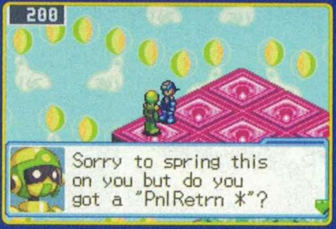
If you go to Classroom 1-2, a little girl in the back of the room is looking for an EnergBom K Chip. If you have one in your pack (not your Folder), she gives you a DublShot C Chip in exchange!

In Central Area 2 off the main path, a rough-looking Navi is looking for a rumble. The Viruses he attacks with are considerably tougher than anything you've faced yet, so come back later with some stronger Chips. Beat the Viruses to earn a SubMemry.



How about you test your skills?

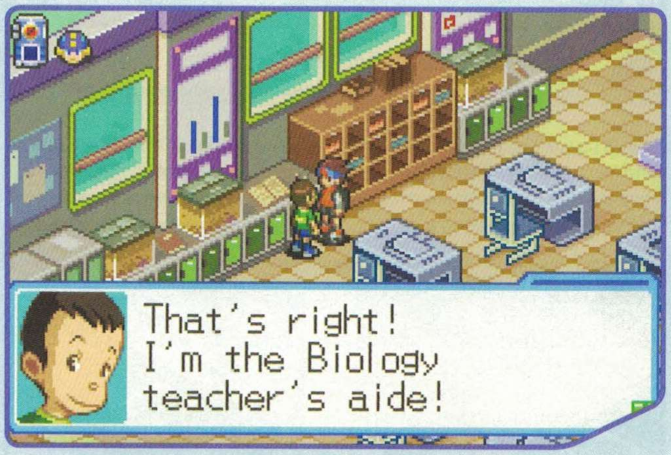
Virus Battle: Mettaur2, Shaker, Shooter



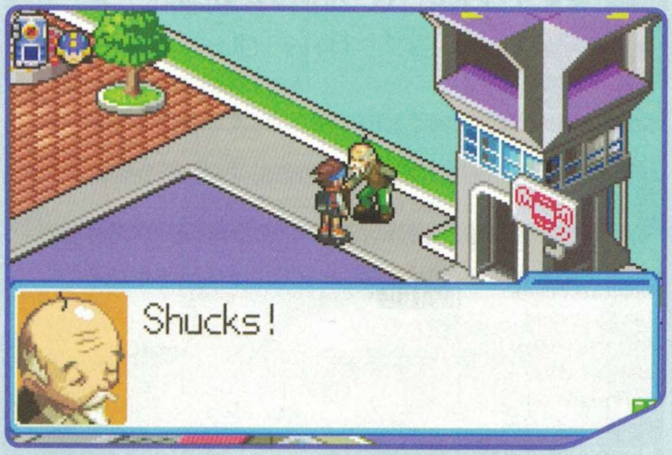
Sorry to spring this on you but do you got a "PnlRetrn *"?

Once you're at the Aquarium HP, a green Navi there wants a PnlRetrn * Chip, and gives you a Geddon A Chip in exchange!

Mick seems to be having penguin problems. Head to the TeacherRoom, and talk to the biology professor at the far hall. Head up to Classroom 6-2 to talk to the prof's assistant, the little kid staring at the terrariums.


That's right! I'm the Biology teacher's aide!

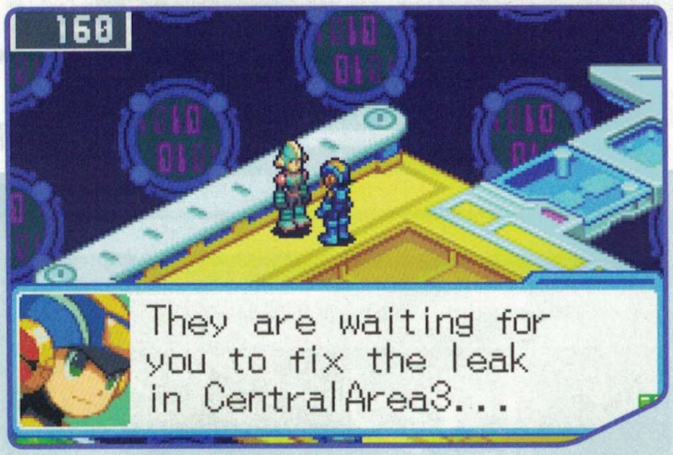
The kid has no penguin food, but sends you to his grandpa out in Central Town, just outside the LevBus station. Unfortunately, the old man's icebox with the fish is Virus-infected. When you're ready to fight, get in there!


Shucks!

Virus Battle: Piranha, Puffy, StarFish

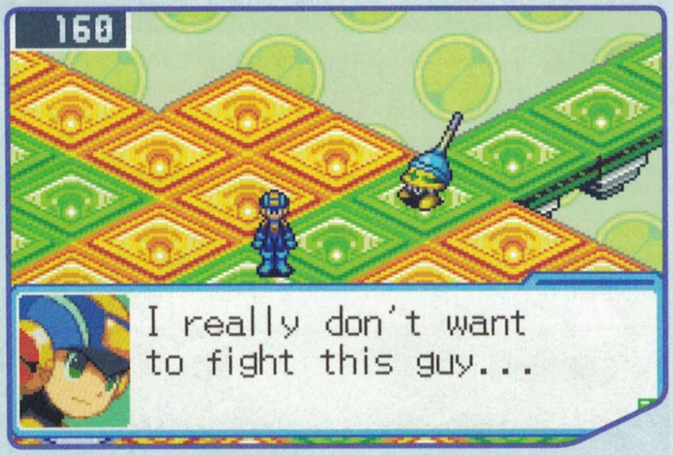
With **Fish** in hand, return to Mick and feed the penguin. You need to learn more about penguins on the net. Head home, log in the net, then go to Central Area 3.

In Central 3, the road to the east is blocked by a spill. Talk to the female Navi there. She tells you the repairman isn't around. Go back to Central 1 to look for him (Jack Out then back In if you don't feel like fighting your way back). He's the worried fellow at the Cyber Café, and he's lost his ToolPrgm in someone's house.



They are waiting for you to fix the leak in CentralArea3...

There's only one house you can actually enter: *yours*. Go to the bathroom and send MegaMan into the toilet. Seriously. Despite Mega's protests, it's time for a battle with a plunger-headed Mettaur to retrieve the **ToolPrgm**! Be sure to Jack back in to the toilet's BathroomComp to get a free **Unlocker SubChip**.



I really don't want to fight this guy...

Virus Battle: Mettaur, Mettaur2, Mettaur3

160
SeasideAre

Return to Central Area 3's blocked road, and the Navi repairman does his job. Now you can enter Seaside Area 1. Explore the area to the south and enter the StfToySpComp to claim its prizes, then take the warp to the lower level. Hug the north border of the plaza heading east to find an invisible road that leads to an **HP Memry**. The BBS is on the lower level's northwest corner. Once you've read the board, go talk to Mick back at school!

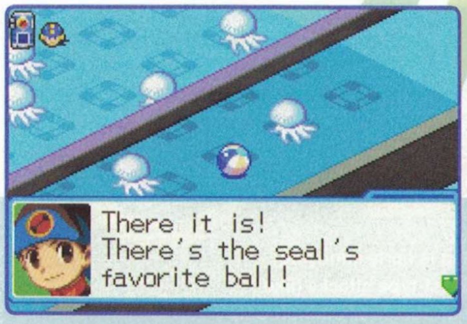
Once Mick is in tow, head to the LevBus station and Seaside Town! Explore, making sure to Jack In to the fish stick stand and the right water vending machine for prizes. Head for the entrance of the Aquarium to find a disgruntled ex-employee. You have to come back tomorrow to drop off the bird. Go home and go to bed when you're done exploring.

There are all sorts of things that live in the water!

The next morning, Lan gets the ever-popular **Navi Customizer** in his email, plus the **Attack+1 Pink**, **Speed+1 White** and **UnderSht White Programs**, and a **GiftFldr** to boot! Go through the tutorial and install the new programs right away! Once that's done, head back to Seaside town via LevBus. Once you get inside the aquarium and the penguin is safe, check out all the displays in the Aquarium rooms to proceed. (Don't forget the turtles tucked away in the southeast corner!) While you're in the second Aquarium room, Jack In to the big monitor on the north wall to reach the Aquarium HP, which has an **HP Memry.** This also gives you access to the Seaside Area 2 net and connected areas.

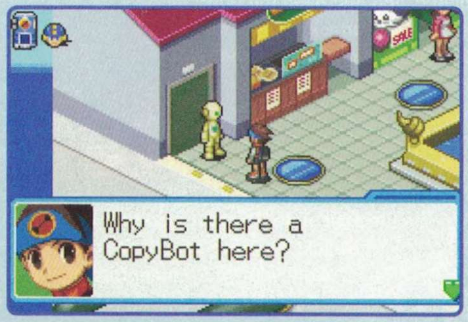
Lan got:
"RegUP1"!!

Once you've seen every display and done all your exploring, head to the Auditorium for the dolphin show. When the show's over, check the trash bin on the right for a **RegUP1**. Head back through the Aquarium to the LevBus station to go home, or so you think...



There it is!
There's the seal's favorite ball!

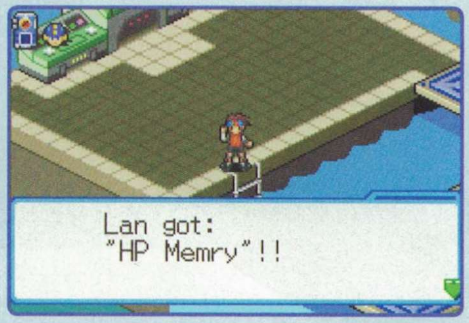
Animals on the loose! Avoid the alligators on the way to the upper level of the second Aquarium room. Once you've talked with the director, return to the first room and go past the desk where the pink-suited lady blocked your path previously. This puts you on the show's main stage, but Fanny the Seal blocks your path to the control room. Head to the edge of the water where Lan finds the ball, but it's surrounded by jellyfish.



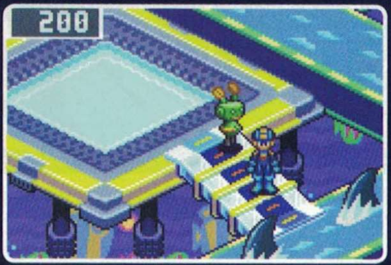
Why is there a CopyBot here?

Return to the lower level of the first room, and the girl from Cyber City is there. Follow where she points, and you find a CopyBot! Weird, but useful! Send MegaMan into the CopyBot, and have him retrieve the ball from the jellyfish-infested show tank! Simply walk into the water and take it! Once you have Fanny's **Toy** ball, give it to her to reach the control room!

The creepy pirate guy's responsible for the shenanigans here? Blackbeard and his Navi need to be stopped and, of course, it's up to Lan and MegaMan to do it! Though MegaMan is automatically Jacked In to the system, Jack Out immediately and check the ladder just south for an **HP Memry**! Now go tackle the Aquarium's computer system!



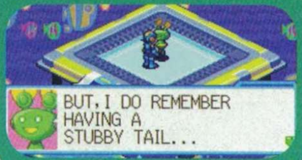
Lan got:
"HP Memry"!!



Progress through the Aquarium computer requires finding the missing Mr. Progs and returning them to their tanks on the main road. Find a Mr. Prog and lead it back to its tank...but steer clear of the cyber-sharks! They don't hurt you, but they do chomp your Prog. Watch the sharks' movements and slip into the alcoves to avoid them! Be sure to grab the HP Memry in the southwest corner of the area!

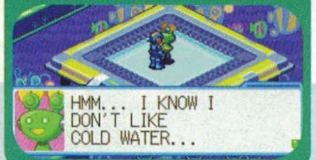
AQUARUMCOMP 1 MR. PROGS

Sunfish CompTank (left)



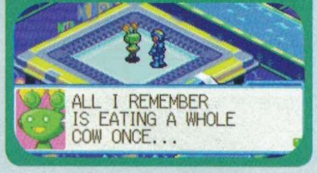
BUT, I DO REMEMBER HAVING A STUBBY TAIL...

Tropical Fish CompTank (center)



HMM... I KNOW I DON'T LIKE COLD WATER...

Piranha CompTank (right)

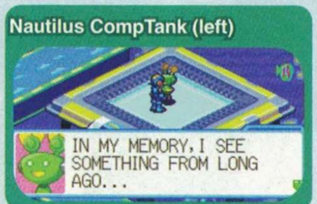


ALL I REMEMBER IS EATING A WHOLE COW ONCE...

The second part of the AquarumComp has more of the same, only you have less room to run! Grab the FstBarr Blue Customizer Program, as it is a valuable defensive addition to your Customizer.

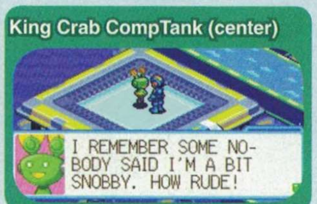
AQUARUMCOMP 2 MR. PROGS

Nautilus CompTank (left)



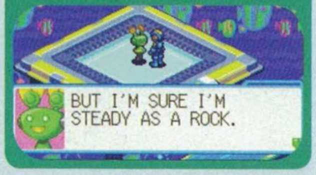
IN MY MEMORY, I SEE SOMETHING FROM LONG AGO...

King Crab CompTank (center)



I REMEMBER SOME NO-BODY SAID I'M A BIT SNOBBY. HOW RUDE!

Turtle CompTank (right)

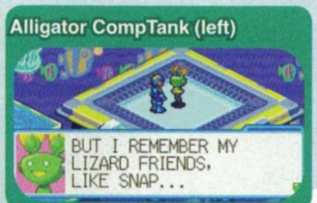


BUT I'M SURE I'M STEADY AS A ROCK.

The third section of the system has *four* CompTanks for you to fill with the proper Mr. Progs before you can take on DiveMan! And a *lot* more sharks! Grab and install the HP+50 White Customizer Program from the northern edge of the area; it might take some reorganizing to put in your grid, but more HP is always good.

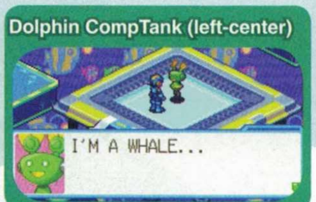
AQUARUMCOMP 3 MR. PROGS

Alligator CompTank (left)



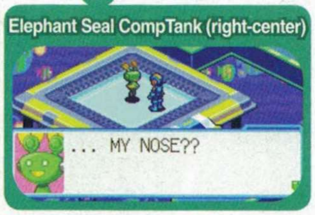
BUT I REMEMBER MY LIZARD FRIENDS, LIKE SNAP...

Dolphin CompTank (left-center)



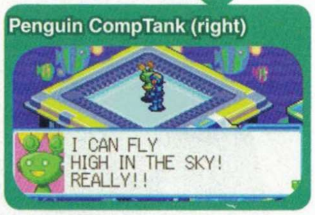
I'M A WHALE...

Elephant Seal CompTank (right-center)



... MY NOSE??

Penguin CompTank (right)



I CAN FLY HIGH IN THE SKY! REALLY!!

With the final door open, The path is open to DiveMan! If you need healing, use a SubChip or Jack Out of the system then back In; with you CompTanks all full, it's a very short run from the beginning of the system to the end! Get your folder ready and drop a depth charge on DiveMan!

DIVEMAN.EXE

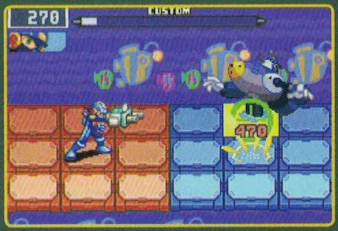
OPERATOR: CAPT. BLACKBEARD

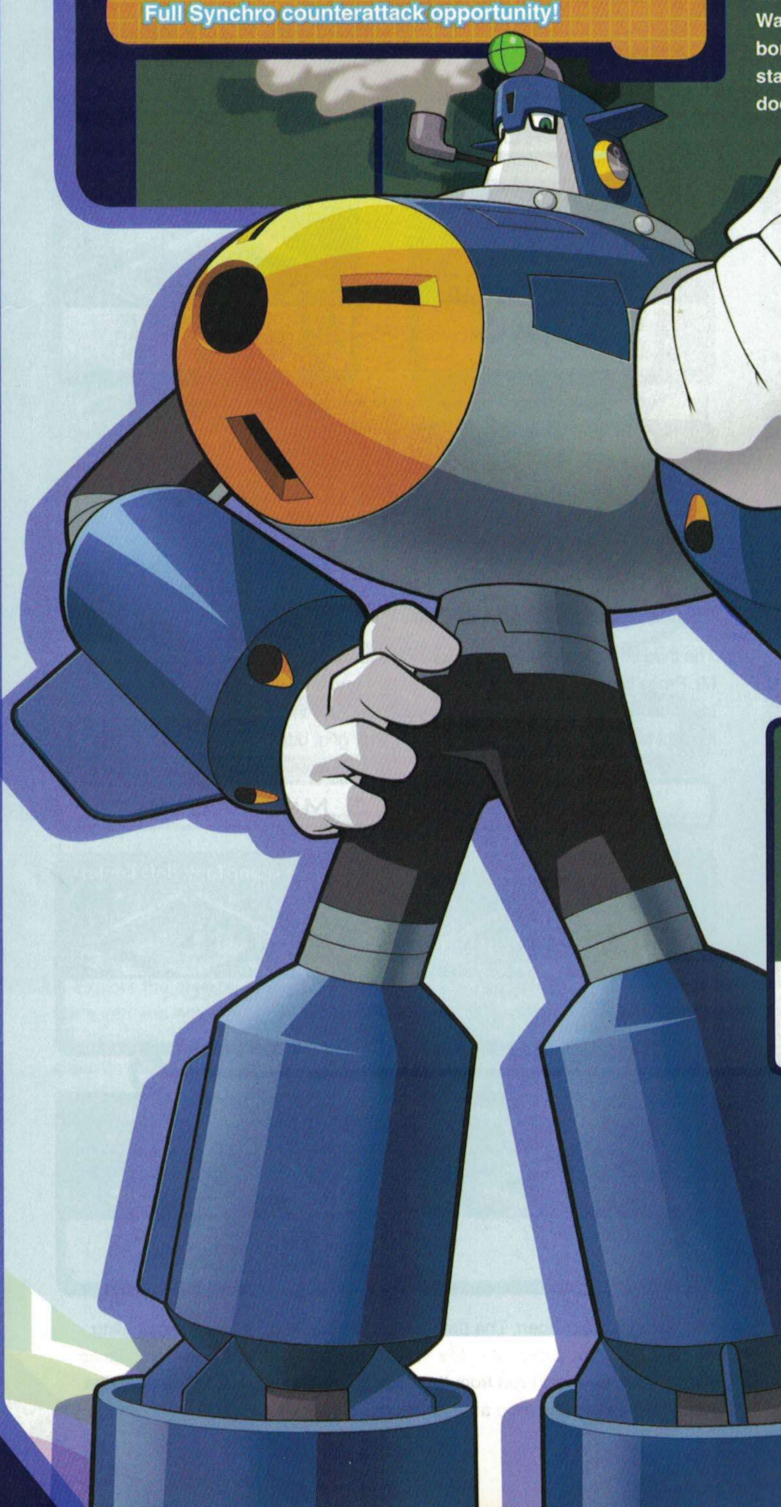
Element: Aqua
💧

Normal	500
EX	1000
SP	1500
RV	1900

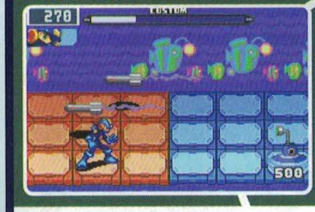
Full Synchro counterattack opportunity!

DiveMan is fairly annoying; most blast-type attacks (like the MegaBuster or Cannon Chip series) fly right over him while he's submerged. These attacks only connect when his upper body is out of the "water". But you can hurt DiveMan when he's diving, you just need the right attack! Any attack that actually hits the target panel itself, like the MachGun, Thunder, WaveArm or any lobbed bomb attack hits him in this state. And the Thunder attack does extra damage thanks to its Element state. Thunder also sets DiveMan up for a second attack! You have a lot of options, though making them work with your Folder Coding might be tricky! For later encounters, you're definitely going to want more Elec-Element Chips to fry him. The DolThdr series is especially good since it's powerful and quick on the draw. Since DiveMan is fairly slow, it's a lot easier to hit him with bomb-style attacks; use EnergBom-style attacks for extra damage!





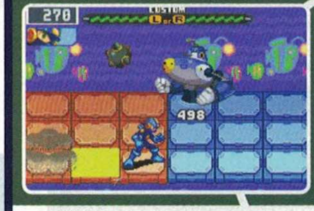
Dive Missile



NORMAL: 10
EX: 20
SP: 50
RV: 90

Two missiles pop up, and after a very brief pause, rocket across the panel. There's not a lot of time to move, but get to a clear row and you're safe.

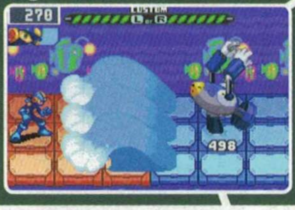
Dive Bomb



NORMAL: 20
EX: 40
SP: 100
RV: 180

Watch out when DiveMan pops up from the floor; he might launch a pair of Dive Bombs at you! These lob attacks are focused on the panel you're standing on, but are telegraphed by yellow warning panels. Dodge fast!

Giga Wave



NORMAL: 30
EX: 60
SP: 150
RV: 270

Surf is UP! Luckily, this massive 3x3 wave attack always leaves the back column of your area open and safe. Unfortunately, this attack is pretty fast. Thankfully, it's also rare. When the screen starts to shake, *retreat!* This is DiveMan's way of discouraging you from trying to use an AreaGrab on him!

You haven't completely saved the day yet! Rush to the upper level of the second Aquarium room to face down Blackbeard. One animal rescue later, and it's time to call it a day. When you're done exploring, head back home and hit the sack for a new day of very bad things.

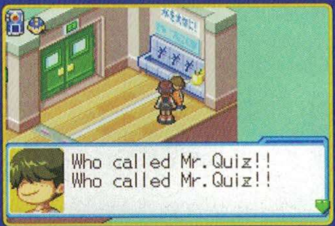
Yer no saint
yerself!

2.3

FUN ASSASSIN

Lan's having bad dreams about MegaMan and Cybeasts.

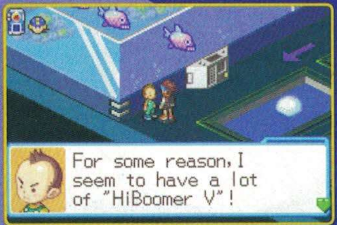
SIDE STUFF!



Who called Mr.Quiz!!
Who called Mr.Quiz!!

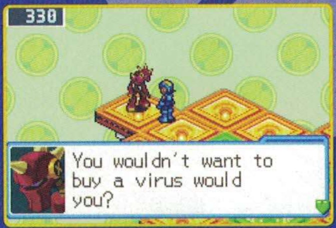
In the second-floor hallway of Cyber Academy, Mr. Quiz waits! Answer all his questions correctly and earn a QuizBook. Check it out in the Key Items menu to get a Lotto Number for the Number Trader!

In the first room of the Aquarium, a boy is looking for a DublShot C Chip. Trade it to him to get a HiBoomer V Chip! This is the second step in a "trading chain" of Chips that continues throughout the game.



For some reason, I seem to have a lot of "HiBoomer V"!

The Class1-2Comp is now available, and a nasty-looking Navi inside sells you a BtlrCard for 2000z. Buy it to start on the wonderful (and completely optional) world of Virus Battling. This also unleashes the Rare Viruses into the Cyberworld! (See Chapter 3.7.2 for more information on Virus Battling.)



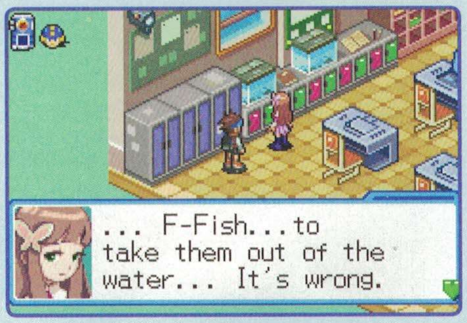
You wouldn't want to buy a virus would you?

One detention later, head to the Teacher's Room to hand your assignment to Mr. Mach. Along the way, open your email when prompted and get the super-handy **TagChip System** to increase your combo odds in battle! Some of the places you couldn't Jack In before are now open; check out the blackboard in Room 1-2 for an **HP Memry** and **Speed+1 White Customizer Program**, and the Monitor Comp in the main hall for some less-enticing stuff. Move on to the Teachers' Room, where you can now Jack In to the blackboard there to get a **RegUp1** and a **Charge+1 White Customizer Program**!

The story now changes depending on which version of the game you're playing.

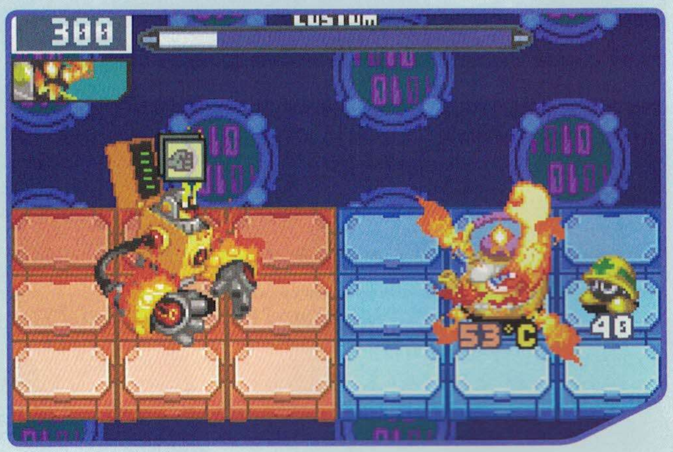
Cybeast Gregar Story - HeatMan

Hand in your paper to Mr. Mach, then return to Room 6-1 and the Creepy Girl waiting there! Her name is Iris, but there's no time to chat. Return to the Teacher's Room, and enter the first door in the hallway to the north.

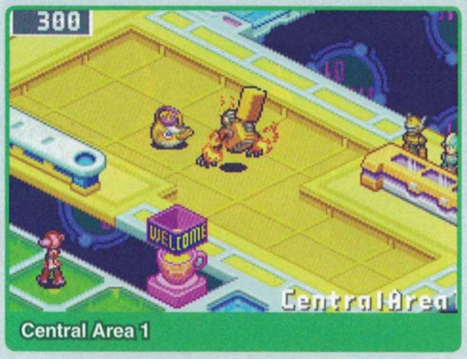


... F-Fish...to take them out of the water... It's wrong.

Once in the lab, you get the **SchPCode**, which gets you through the Security Cube in Central Area 1. Check out the computer and you now have control of HeatMan instead of MegaMan! You're tasked with finding four Kettle Viruses in the Central Area network, and engage them in battle! Hit them with Fire attacks to raise their temperature up to 100 degrees to delete them. Stay well back when they blow up; their Aqua-based attacks can do some heavy damage to HeatMan!

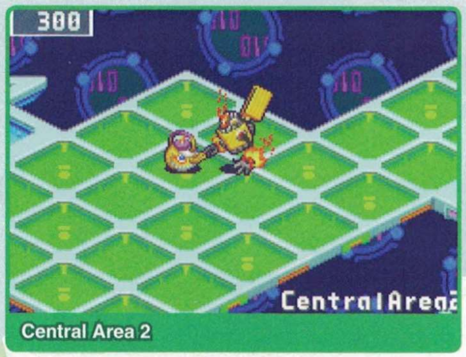


Before you leave the computer, reorganize your Folder. Non-Fire Chips are largely useless here, so you need as many Fire-based Chips as possible at your command. Thankfully, Central Area gets a temporary infestation of OldStov and Champy Viruses so you can build up your Fire Chip stock. Use the Regular Chip and Tag Chip abilities for maximum effect! It's a pain, but less of a pain than not being able to finish a Kettle fight!



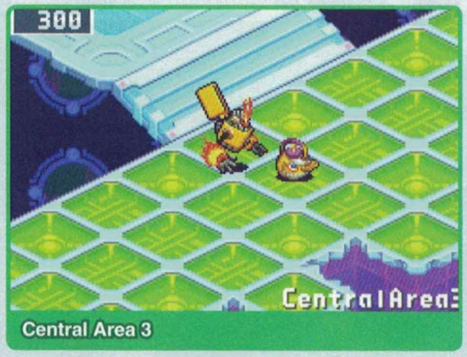
Central Area 1

Virus Battle: Kettle, Mettaur x2



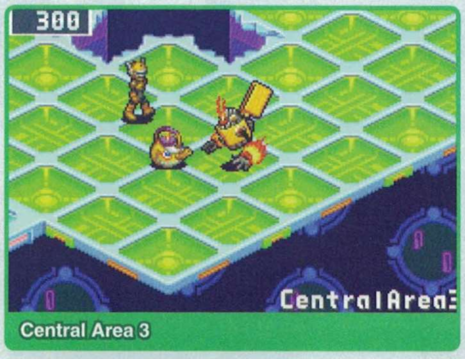
Central Area 2

Virus Battle: Champy x2, Kettle



Central Area 3

Virus Battle: Kettle x2, OldStov



Central Area 3

Virus Battle: Kettle x3

With all the Kettles busted, you're ready for the final part of Match's test: fighting HeatMan! Change your Folder to fill up on Aqua Chips before talking to Match!

HEATMAN.EXE

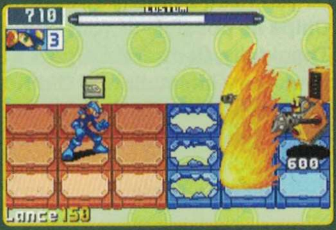
OPERATOR: MR. MATCH

Element: Fire
🔥

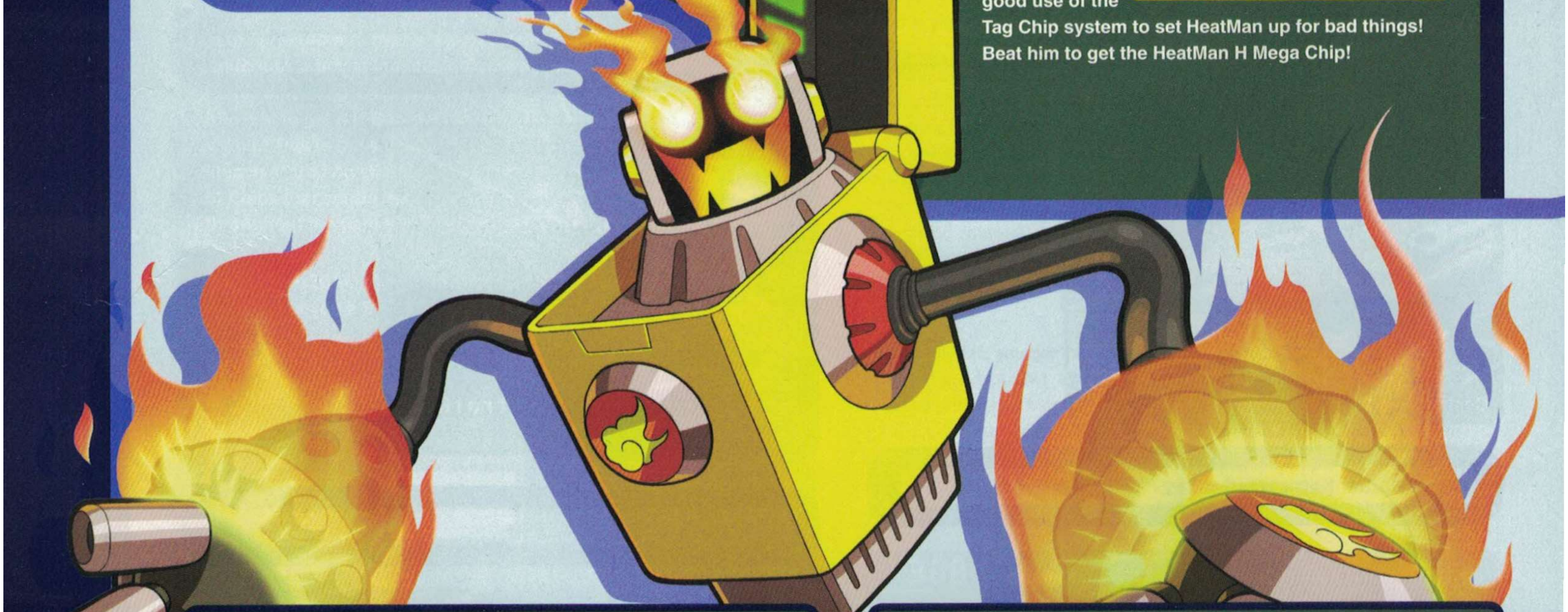
Normal	700
EX	1500
SP	1900

Got water? Hope so! Where the earlier bosses tended to pause more between attacks, HeatMan follows up a lot faster. He usually sends out a new attack before his Heat Wave has left the screen. You need to be a lot quicker on your feet than with previous bosses.

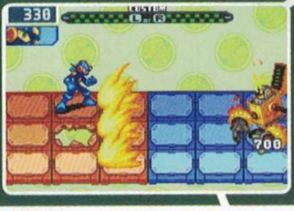
Full Synchro counterattack opportunity!



Stocking up Aqua Chips to use against HeatMan can be tricky, since the more powerful Aqua Chips tend to be higher in MB, meaning you can have less of them in your Folder. This can be tricky, but what you have (like the TrnArrow1) can really put some hurt on HeatMan! Make good use of the Tag Chip system to set HeatMan up for bad things! Beat him to get the HeatMan H Mega Chip!



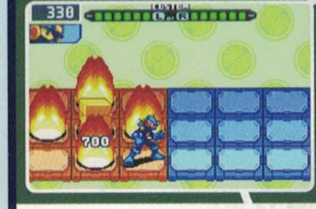
Heat Wave



NORMAL: 20
EX: 60
SP: 110

HeatMan sends a full column of fire bursting across the area. It looks unavoidable, but there's a pause between each blast, giving you the chance to slip through! The timing is tricky, but it can be done! Even better, put a hole in HeatMan's field, to create a free row since the fire can't cross holes!

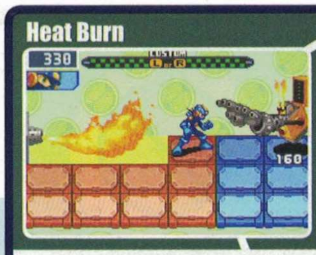
Heat Press



NORMAL: 20
EX: 60
SP: 110

This attack is the same as HeatMan's NaviChip attack, leaping 3 panels ahead and creating a cross of flame that fills up four more panels. There is one difference, though; this one cracks panels!

Heat Burn

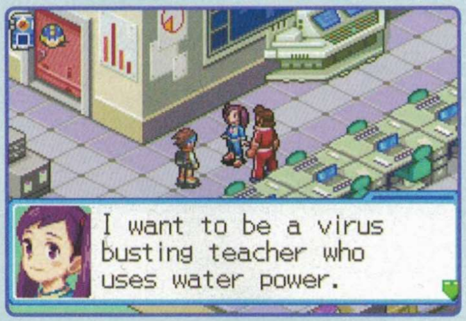


NORMAL: 40
EX: 120
SP: 220

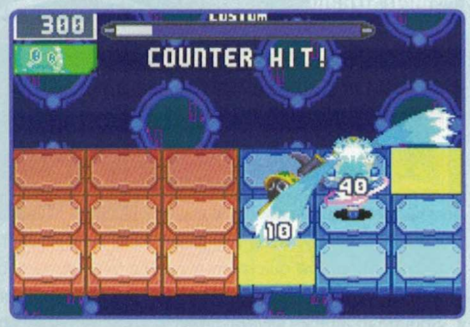
Watch for an entire three panels in a row to light up, then step up or down fast! A flamethrower is about to pop up from behind and engulf those panels in flame! This isn't hard to dodge by itself, but HeatMan not only does this multiple times in a row, but quickly follows up with something else! A nice AreaGrab can give you a full column of freedom!

Cybeast Falzar Story - Spoutman

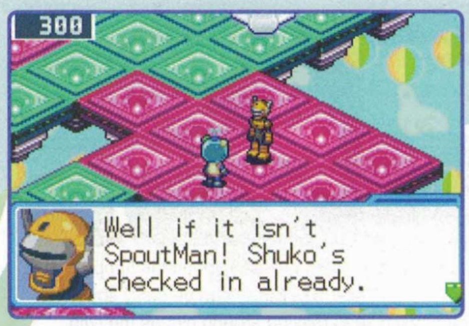
Hand in your paper to Mr. Mach, and say hello once again to Miss Sunshine herself, the luckless Shuko! Return to Room 6-1, and the Creepy Girl is there! Her name is Iris. Return to the Teacher's Room, and enter the first door in the hallway to the north to enter Shuko's lab.


I want to be a virus busting teacher who uses water power.

Once in the lab, you get the **SchPCode**, which gets you through the Security Cube in Central Area 1. Check out the computer and you now have control of SpoutMan instead of MegaMan! Take SpoutMan to the Aquarium HP via Seaside Area. It's a bit of a trek, but it gives you time to get used to operating SpoutMan. Luckily, his NaviChip attack is A-Coded, a common one. It fits into your Folder easily.

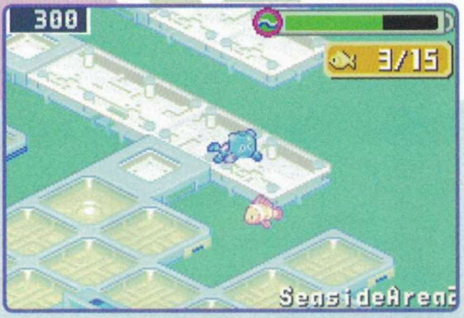


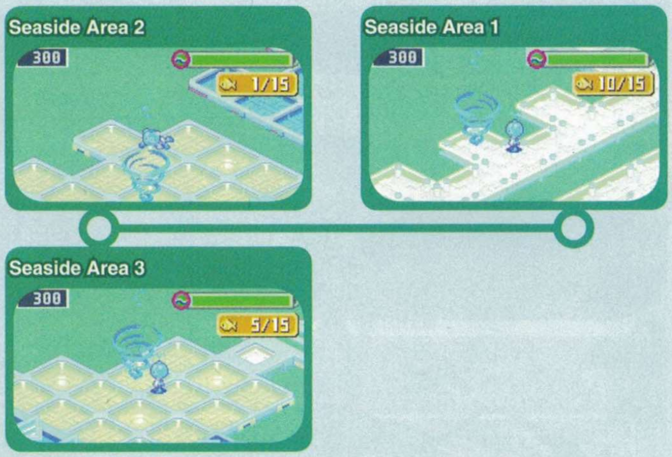
It takes a **TrnArrow1 Chip** to get through the gate to Seaside Area 2, if you didn't explore there last Chapter. Go to the lower level and have SpoutMan deal with the waterspout to the east to get another **SubMemry** for the PET! Make your way to the Aquarium HP and talk to the orange Navi there.



Well if it isn't SpoutMan! Shuko's checked in already.

When Shuko floods the net, SpoutMan needs to capture all of the Aquarium's fish data that's floating around! Each of the three Seaside areas has five data-fish floating high above the normal road; use the whirlpools in each area to lift SpoutMan up and swim around. Watch the green gauge on the upper-right. Once it starts going yellow, SpoutMan's getting weak. Make your way back to the whirlpool to get SpoutMan back to the lower level and restore his strength.




Seaside Area 2
Seaside Area 1
Seaside Area 3

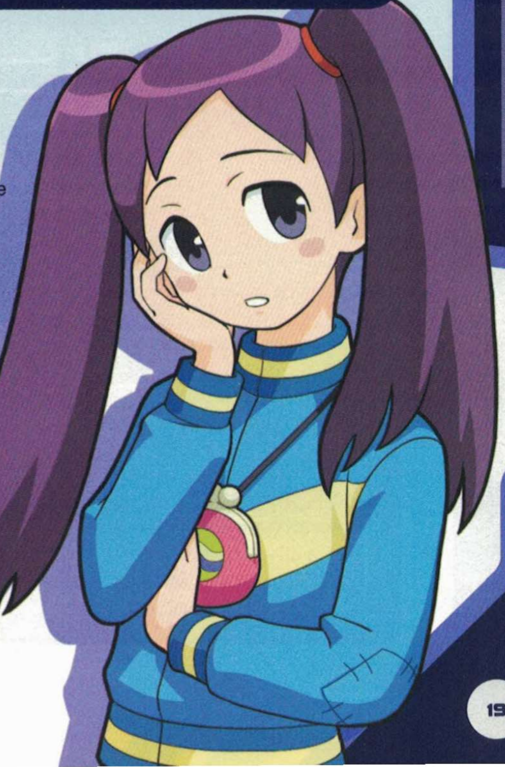
Getting to Seaside Area 3 requires that you go through a three-stage Virus battle, so be ready!

Virus Battle #1: Mettaur, Piranha, Shooter

Virus Battle #2: Piranha, Puffy, Shooter

Virus Battle #3: Mettaur3 x2, Shooter

Once you have all 15 data-fish, return to the Aquarium HP and talk to the orange Navi from before. The water drains and everything's normal. After logging out of the system, make sure you have as many Elec Chips as you can manage in your Folder, because the final part of the exam is fighting SpoutMan!



SPOUTMAN.EXE

OPERATOR: SHUKO

Element: Aqua
💧

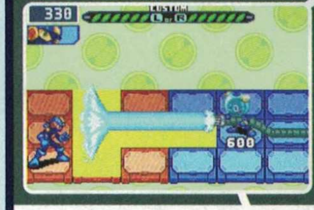
Normal	600
EX	1300
SP	1700

SpoutMan's a tiny fellow, but his water attacks can wash MegaMan away if you're unwary. However, he's fairly slow and most of his moves are telegraphed pretty well, providing time to react. It also helps that two of his moves are ones you used while operating him, so you should know what to expect from them!

With all that, getting SpoutMan plugged shouldn't be hard. The Thunder Chip is especially helpful, doing extra damage and stunning him for a second blast! There's not much special here, so just pile on the attacks. Beat him to get the SpoutMan A Mega Chip!

Full Synchro counterattack opportunity!

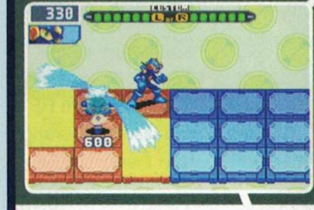
Spout Stream



NORMAL: 40
EX: 120
SP: 220

SpoutMan always uses this attack from the center of his area. Run to the top or bottom row quickly to avoid the main stream, but move forward or backward to avoid the vertical splash at the end of the waterspout! SpoutMan attacks several times in a row with this, so stay on your toes. Since he doesn't move, SpoutMan is very vulnerable to a counterattack at this time!

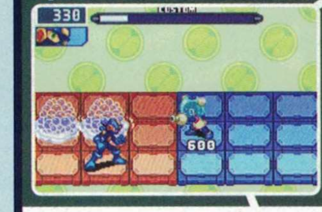
Drip Shower



NORMAL: 40
EX: 120
SP: 220

When a single panel starts flashing, step out fast! SpoutMan jumps onto it and begins his spinning attack. This attack can be tricky should SpoutMan pull it off. You have to keep moving around him as the twin waterspouts turn twice clockwise around him. You can use an AreaGrab to create a full column to relax in while SpoutMan spins around uselessly!

Spout Bomb

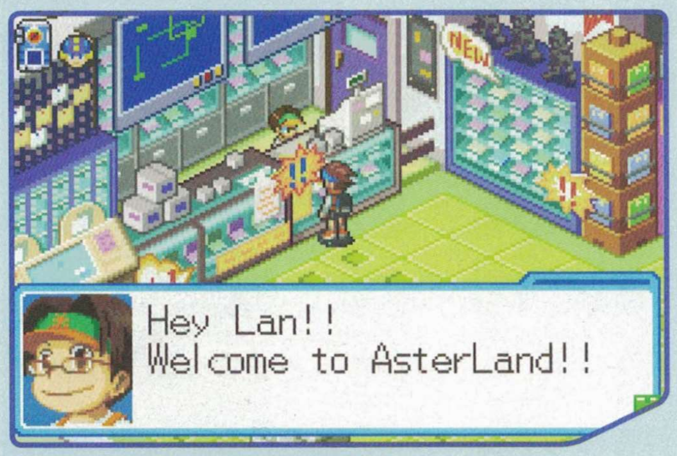


NORMAL: 20
EX: 60
SP: 110

A simple attack that's slow on the draw, SpoutMan fires a water-bomb two panels ahead that splashes another panel on contact. Luckily, this one doesn't crack panels when it hits!

With the battle over, MegaMan gains a new Navi Cross form. Follow the directions in the tutorial to take advantage of this awesome new power! You can fight the Navi again and again if you like to stockpile a lot of their Navi Chips!

Asterland is now open for business! The Chips you can buy are nice, but more important are the Chip Trader and Number Trader! The Chip Trader is perfect for getting rid of any unneeded extra Chips you may have in your pack with the chance of a nice return, while the Number Trader can earn you lots of nice prizes with the right Lotto Numbers! There's also the Request BBS, which enables you to take odd jobs for some nice rewards! (See Chapter 2.8 for a detailed look at the Request BBS jobs.) When you're done checking out Asterland, head home and go to bed.

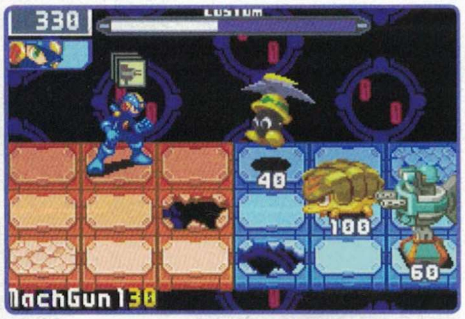


Hey Lan!!
Welcome to AsterLand!!

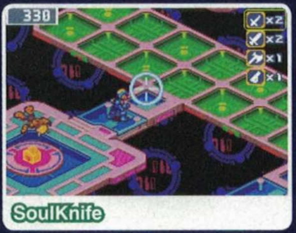
Don't just throw any Chip you're not using into the Trader! Only use a Chip in the Trader if you have more of a single Code than you can fit into an active Folder! You never know when you might need that Chip in that specific Code!

The next day, head downstairs and talk to your mom about the visitor. Go outside and talk to Iris in the park where you first met. She keeps you from being at the Jamboree, where... the Cybeasts have risen! CircusMan has managed to cage one of them...

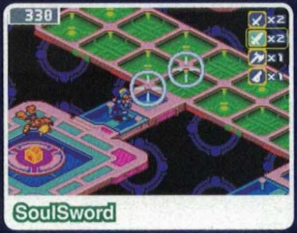
Head to Central Area 3. There are more powerful Viruses running around the net than normal, including a few types you haven't seen before. The field terrain has also been warped with cracked and poison panels! In Central Area 3, head to where CircusMan revived the Cybeasts. MegaMan is forced to leave the system. Go talk to Dad, the expert...who sends you to your room. Comply, then Jack In to the net once again.



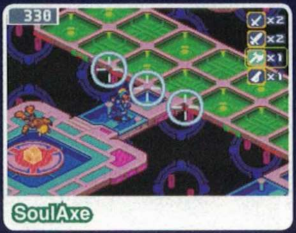
Talk to the fallen Navi next to the Homepage link. He hands over a set of SoulWeapons to clear out the Evil Spirits on the road ahead. Each SoulWeapon has a different range and limited use, requiring some puzzling through the best use of each! During this time, you don't have to worry about Virus encounters—just those Spirits! Any SoulWeapons you have left over after cleaning up an area become BugFrags! Find the NetPolice Navi in each area to restore your weapons if you mess up! Take out the Spirits from positions where they can't counterattack!



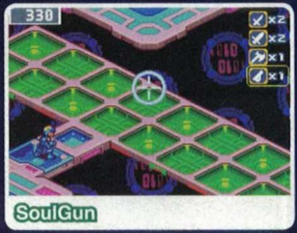
SoulKnife



SoulSword

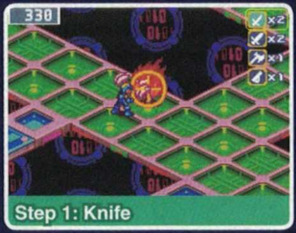


SoulAxe

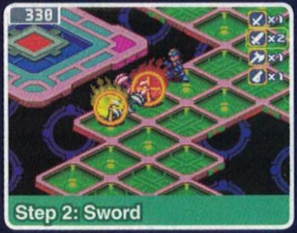


SoulGun

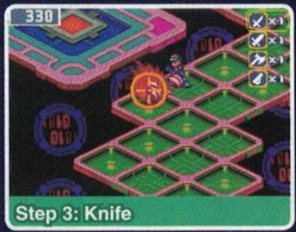
Central Area 1 Evil Spirits



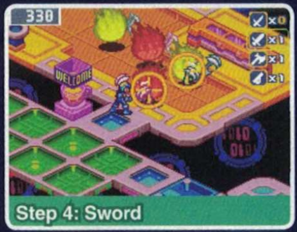
Step 1: Knife



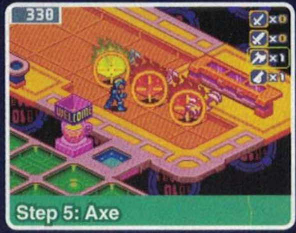
Step 2: Sword



Step 3: Knife

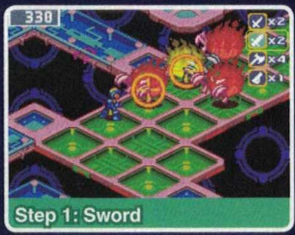


Step 4: Sword

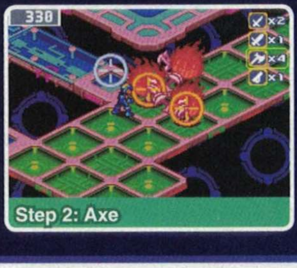


Step 5: Axe

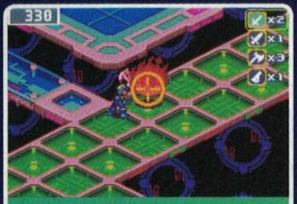
Central Area 2 Evil Spirits



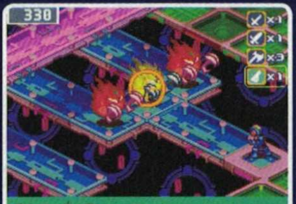
Step 1: Sword



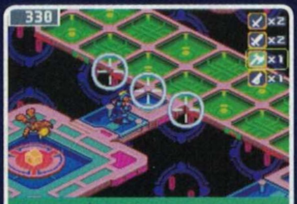
Step 2: Axe



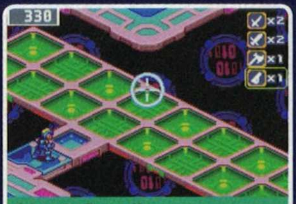
Step 3: Knife



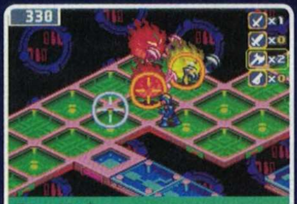
Step 4: Gun



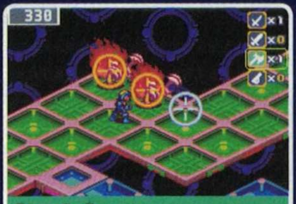
Step 5: Axe



Step 6: Sword

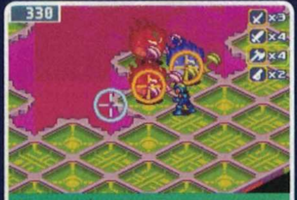


Step 7: Axe

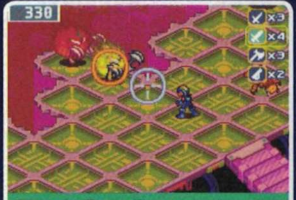


Step 8: Axe

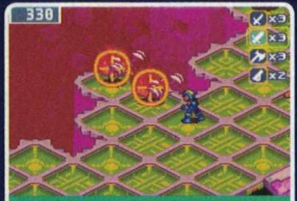
Central Area 3 Evil Spirits



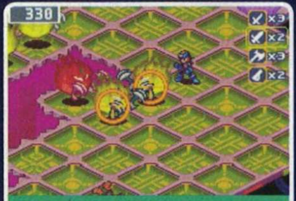
Step 1: Axe



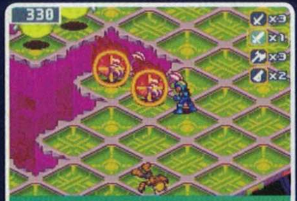
Step 2: Sword



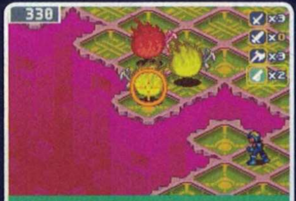
Step 3: Sword



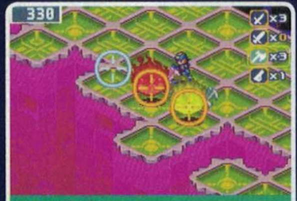
Step 4: Sword



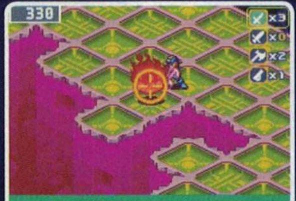
Step 5: Sword



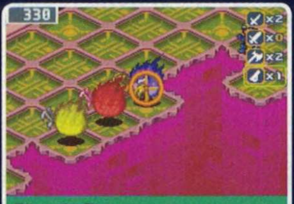
Step 6: Gun



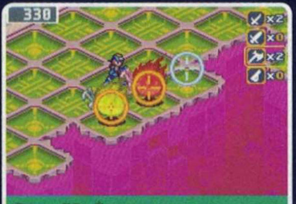
Step 7: Axe



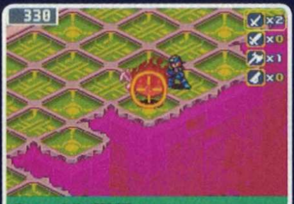
Step 8: Knife



Step 9: Gun



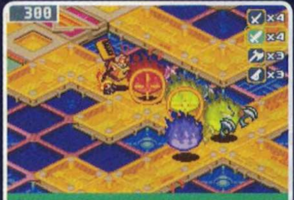
Step 10: Axe



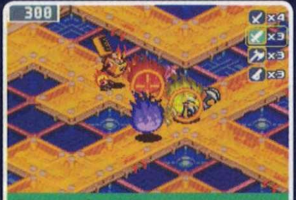
Step 11: Knife

Follow the Cybeast to the Seaside road where MegaMan absorbs it into his system. This is good for the net, but bad for MegaMan! The ordeal puts him out of commission, so you need another Navi to help you get the HealWatr from Seaside Area 3. Head to the school lab and take your Link Navi out for another run. There are more Evil Spirits here, so be ready!

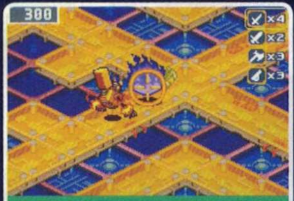
Seaside Area 1 Evil Spirits



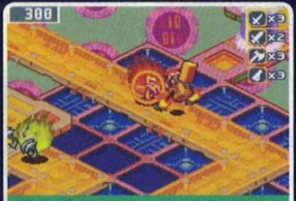
Step 1: Sword



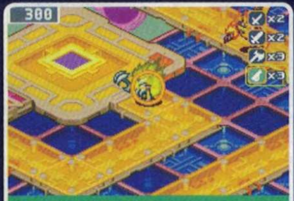
Step 2: Sword



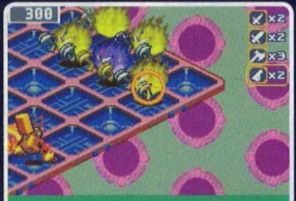
Step 3: Knife



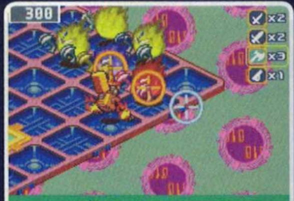
Step 4: Knife



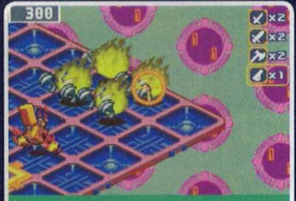
Step 5: Gun



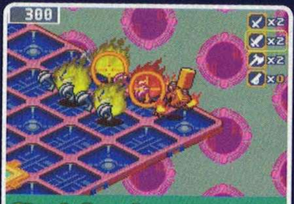
Step 6: Gun

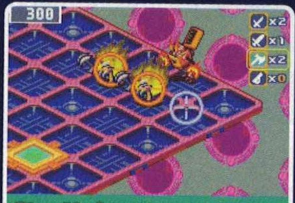


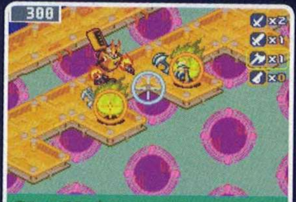
Step 7: Axe

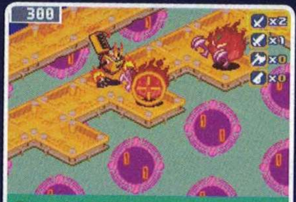


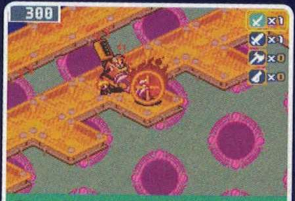
Step 8: Gun


Step 9: Sword

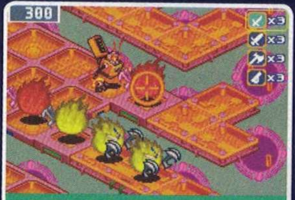

Step 10: Axe

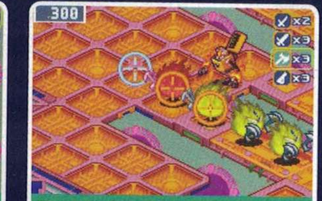

Step 11: Axe

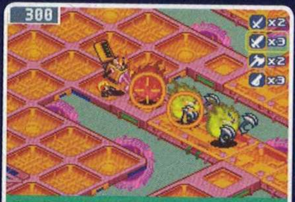

Step 12: Knife

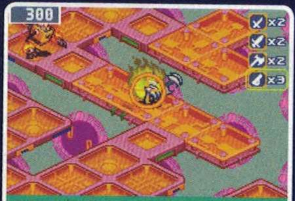

Step 13: Knife

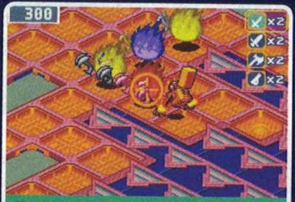
Seaside Area 2 Evil Spirits

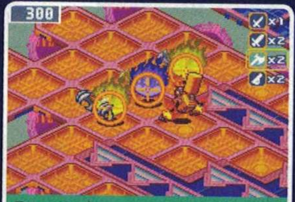

Step 1: Knife

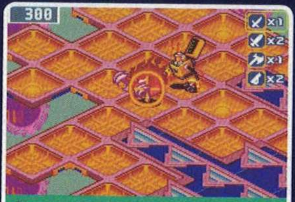

Step 2: Axe

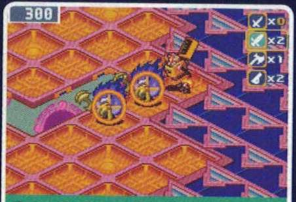

Step 3: Sword

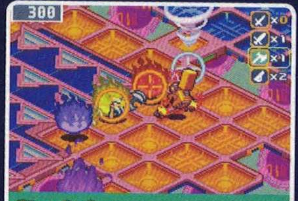

Step 4: Gun

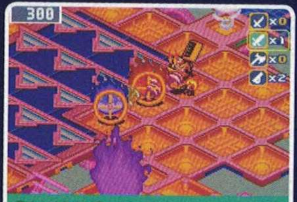

Step 5: Knife

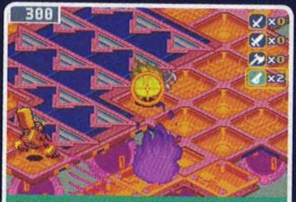

Step 6: Axe


Step 7: Knife


Step 8: Sword


Step 9: Axe


Step 10: Sword


Step 11: Gun

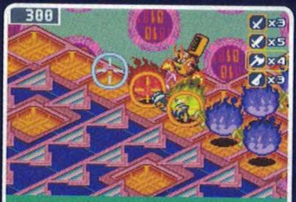
Remember that you need to go through a three-round Virus Battle to enter Seaside Area 3 if you haven't done so already! Chances are Cybeast Gregar players haven't explored this far yet.

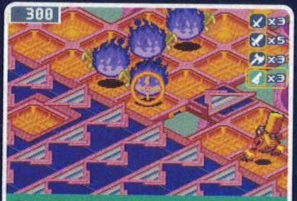
Virus Battle #1: Mettaur, Piranha, Shooter

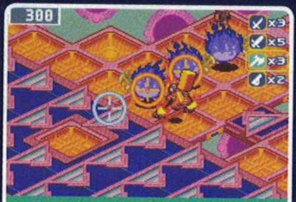
Virus Battle #2: Piranha, Puffy, Shooter

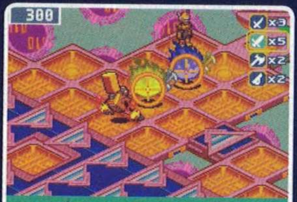
Virus Battle #3: Mettaur3 x2, Shooter

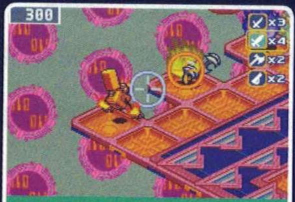
Seaside Area 3 Evil Spirits

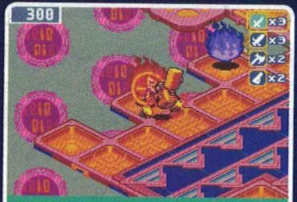

Step 1: Axe

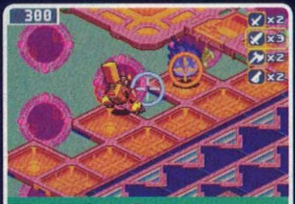

Step 2: Gun


Step 3: Axe

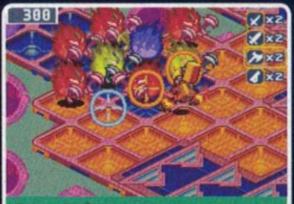

Step 4: Sword


Step 5: Sword

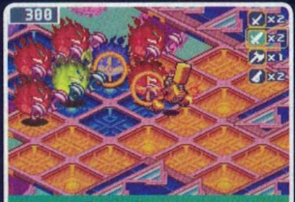

Step 6: Knife



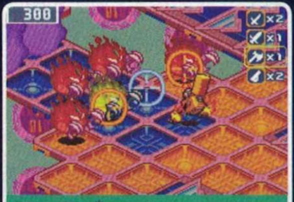
Step 7: Sword



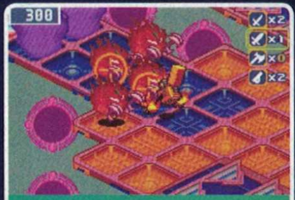
Step 8: Axe



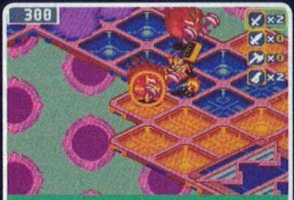
Step 9: Sword



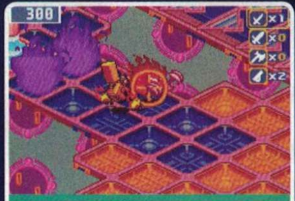
Step 10: Axe



Step 11: Sword

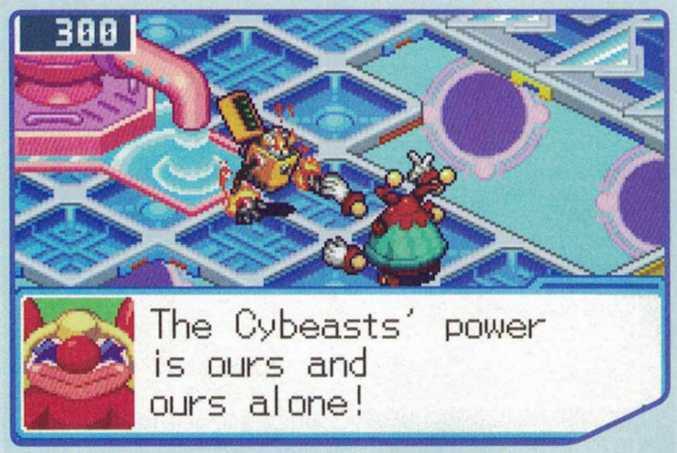


Step 12: Knife



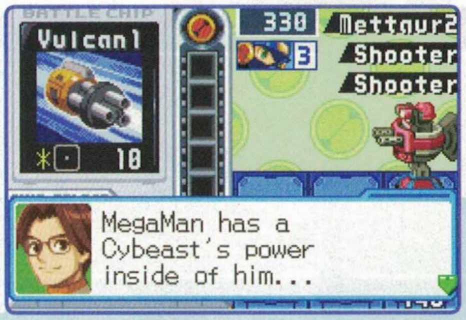
Step 13: Knife

With the Evil Spirits cleared out of the area, you've got to put up with that horrendous *clown*, then win a Virus Battle.



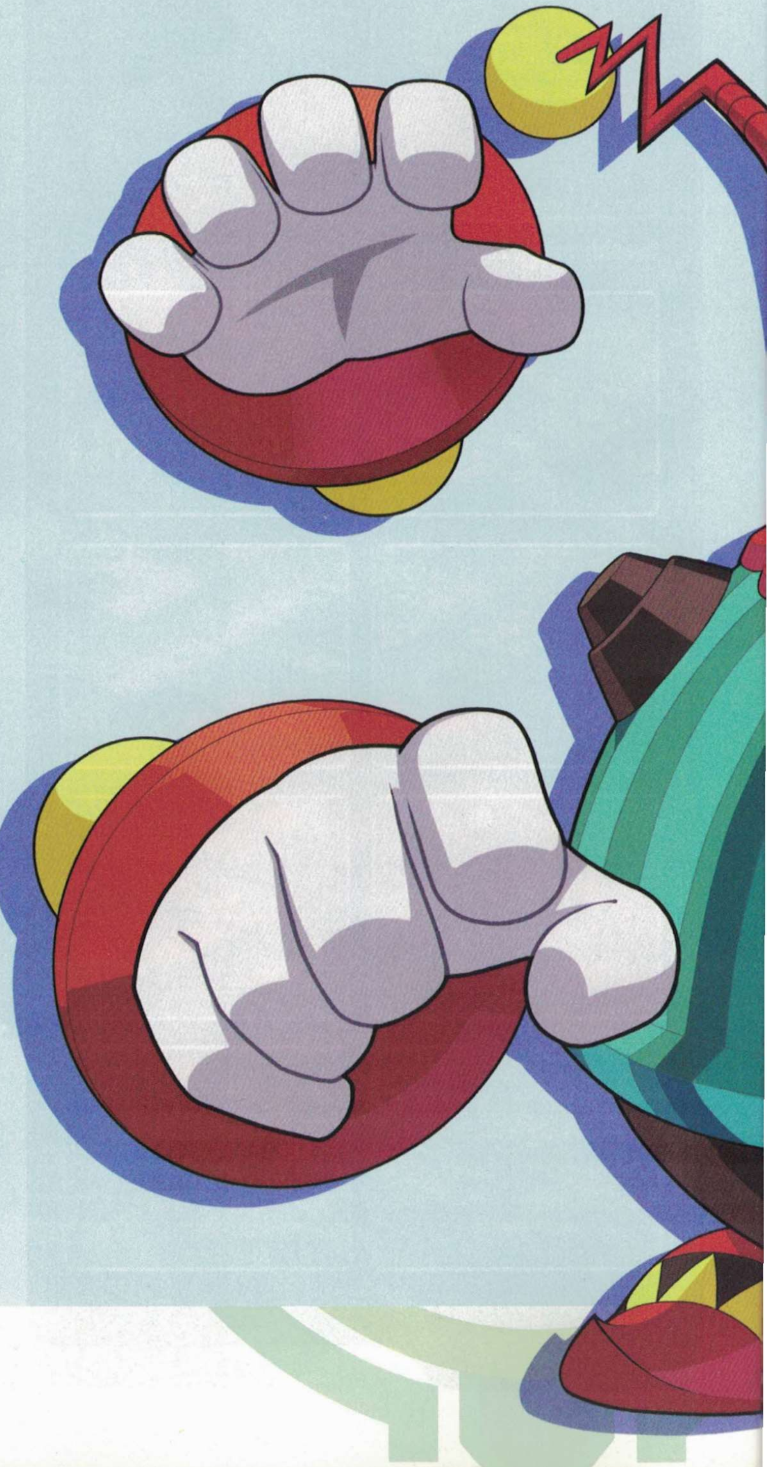
The Cybeasts' power is ours and ours alone!

Virus Battle: Mettaur3, Quaker, Sniper



MegaMan has a Cybeast's power inside of him...

Once you have the **HealWatr** in your Link Navi's hands, head to Lan's HP *as that Navi.* You can Jack Out of the system then return quickly for a fast trip. Give the **HealWatr** to MegaMan, and a new power is unleashed—the Beast Cross! Follow your Dad's instructions to learn how to handle this new form. Now it's time to do a real good deed…ridding the world of a clown! Go to Central Area 3 to shut CircusMan down!



CIRCUSMAN.EXE

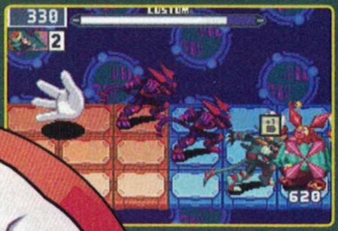
OPERATOR: YUIKA

Element: Null

Normal	700
EX	1200
SP	1600
RV	2100

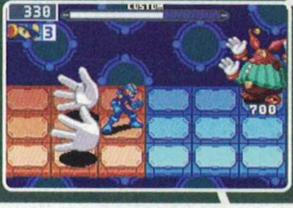
Full Synchro counterattack opportunity!

Aside from his soul-tainting appearance, CircusMan's greatest threat is the fact that his main attack can hit you from pretty much anywhere, regardless of where he stands. This keeps you moving and makes it difficult to aim weapons at him. He also sticks to the back column, so he's hard to hit with Swords unless you have an AreaGrab, or you push him forward with a Lance Chip.



Your new Beast Cross form can be *very* useful here, since the auto-aiming feature can hit CircusMan from anywhere. Any normal Chip with an auto-aim is a good one, since CircusMan is pretty slow and leaves himself wide open to counterattack. Like the Quaker Viruses, his Counterattack opportunity comes at the start of his leap, not the landing!

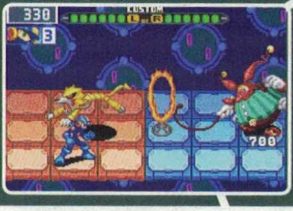
Happy Clap



NORMAL:	20
EX:	50
SP:	100
RV:	130

Each time CircusMan lands, watch for an entire column to light up. He's about to bring his hands together to crush you between them. Luckily, this move is a bit slow and easy to dodge with simple sidesteps.

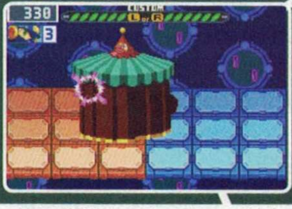
Fire Ring



NORMAL:	20
EX:	50
SP:	100
RV:	130

Watch for the burning ring of fire, as a cyber-lion is about to come flying across the row. Like the Happy Clap, this one is easy to sidestep, but it does come three times in a row, following your movements. (The SP version of CircusMan pulls out five.)

Gloom Cage



NORMAL:	3x23
EX:	5x30
SP:	5x38
RV:	5x45

A single glowing panel means *move fast*, as CircusMan is about to leap over you and try and trap you under the big top.

Now that you have several new powers and have eliminated a clown, it's time to call it a day. Things are only going to get uglier!

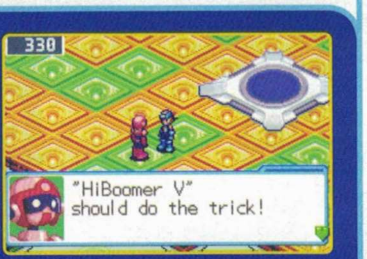
2.4

OUT OF JAIL

The upcoming Pavilion is looking for a tour guide Navi. Lots of use of a CopyBot sounds good, so it's time to take the test.

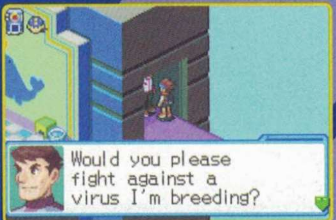
SIDE STUFF!

There is a red Navi inside the WaterMchComp who is after a Boomer V Chip, which you should have if you traded in the Aquarium. (If you didn't trade, the Navi won't be there.) Trade here to acquire a GrabRvng I Chip.


330

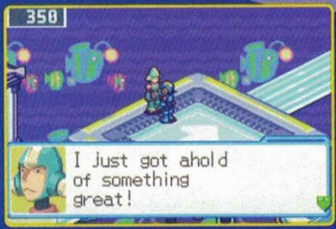
"HiBoomer V" should do the trick!

The PopcrnShop Comp at the Aquarium Auditorium is now open, so Jack In to it to get an HP Memry.


Would you please fight against a virus I'm breeding?

Two "Battle Events" are now available as well. First, head to the Auditorium's main stage, talk to the man in the hallway, and get ready for a Virus Battle. Take them out to earn five BugFrags.

Virus Battle: Piranha x2, Puffy2

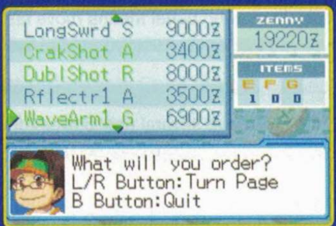

350

I just got ahold of something great!

Next, head to the AquarumComp1 and talk to the Navi near the gate to the second part of the system. Defeat his Viruses to earn a nice Charge+1 blue Customizer Program!

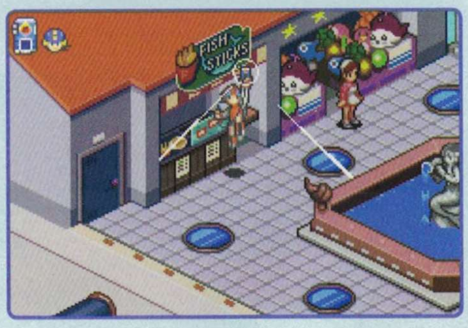
Virus Battle: Puffy2, Shaker, StarFsh2

In store news, AsterLand's Order Service is now open. You can now buy duplicates of any Chip in your Data Library. Unfortunately, each Chip is only available in one Code and your order takes a bit of time to get here. Also, Chips cost more here than at other places. Still, use this as a resource to stack your Folder for upcoming fights.


```
LongSwrd S   9000z   ZENNY
CrakShot A   3400z   19220z
DublShot R   8000z   ITEMS
Rflectr1 A   3500z   E F G
WaveArm1 G   6900z   1 0 0
```

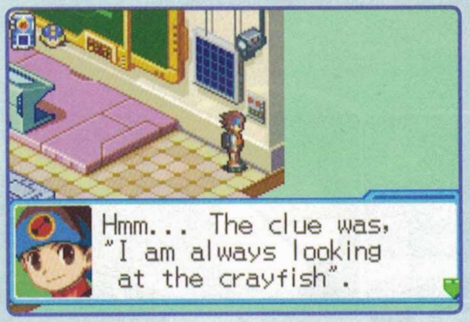
What will you order?
L/R Button:Turn Page
B Button:Quit

Jack In to Lan's computer and check the mail Mr. Prog. Mayl sent a **Roll2 R Mega Chip**! Head to Central Area 1 and the NetCafe and talk to the female Navis to get this party started.

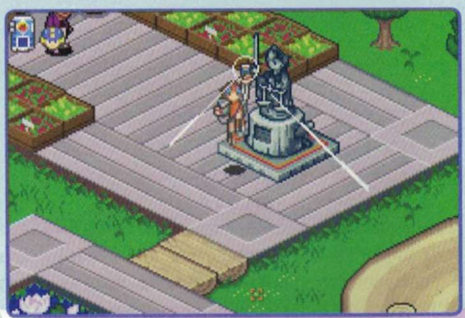


The first task is to find another pair of female Navis by a "cyberseal". Take any route to the Aquarium HP, and say hi to the girls. They send you to find a "fish that cannot swim"… Dead fried fish don't swim well! Go to the Fish Stick stand and send MegaMan in to accomplish the next part of this test.

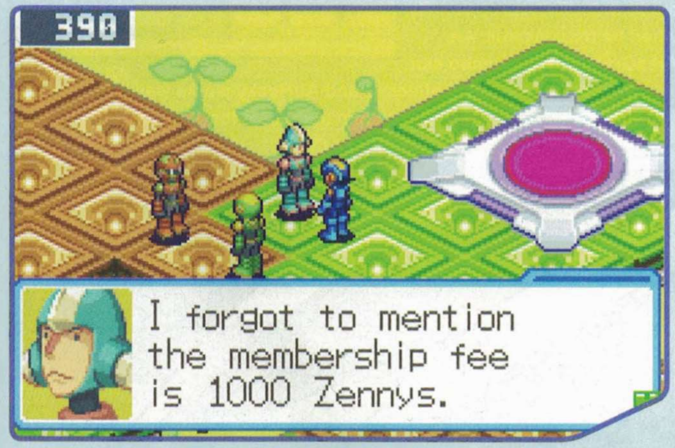
The computer you need to find now is "always looking at crayfish". There aren't any crayfish in the Aquarium—they're back at Cyber Academy room 6-1. Examine the aquariums on the north wall first, then the control panel for the camera in the corner by the blackboard. Now that it's figured out, Jack In to the newly-opened SecurCamComp and claim the **Jungle Green Customizer Program** and **3000 Zenny** before chatting with the girls. The prize for completing the test is quite nice: an **HP Memry** and the **ExpoFldr**, a new *fully customizable* secondary Folder to use!


Hmm... The clue was, "I am always looking at the crayfish".

Lan must appear for Blackbeard's trial in Green Town today. Go to the LevBus station and head to your new destination, Green Town. While there, Jack In to the statue to claim a **RegUp2** and **2400 Zenny**, then head through the big doors. Lan needs to get a permission file to enter the courtroom proper, which means a crawl through another network. Since trees block Green Area in places, Lan gets a **CybBrdAx** program so MegaMan can get through key spots, like the road back to Central Area 3.

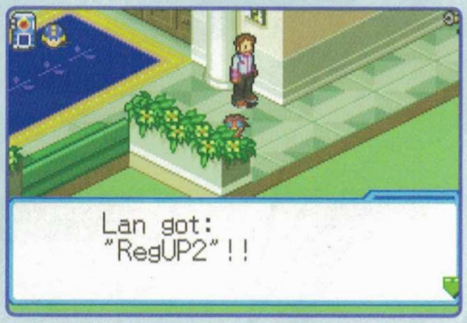


Jack In to the stone tablet in the lobby to reach the Green HP and grab the **HP Memry** in the process. Once in Green Area 1, take the closest warp and enter the Book Comp warp for a **YoYo * Chip** and a **SubMemry**. Head to the east to the green Area 2 gate. At this point, you must correctly answer a law question to pass. Return to the Green HP and talk to the light-blue Navi, accepting his offer to join the group. You must fork over 1000 Zenny, but now if you talk to the green Navi you get the answer you need to enter Green Area 2.



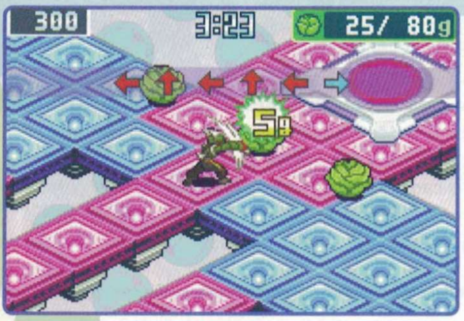
I forgot to mention
the membership fee
is 1000 Zennys.

In Green Area 2, head up the ramp to reach the NetCafe and talk to the Navi behind the counter. One **AuthData** later, Lan can bypass the security gate. Check the long flowerbed to the right for a **RegUp2** before heading into the main courtroom. Talk to folks and check out the rather creepy Judge Tree; it's time for Blackbeard's trial!



Lan got:
"RegUP2"!!

Cybeast Gregar Story—SlashMan



After the trial, check your email to learn that Ms. Fahran has a class in Green Town. She's outside by the computerized book you passed on the way to the courthouse. Lan now gets to control the Sword Navi SlashMan in a test. Examine the computerized book to begin.

Ms. Fahran sends you and SlashMan in search of cyberveggies to slice and dice. Simply approach a veggie and press the control pad in the order shown within the time limit given. The more successful hits you achieve, the more grams of veggies that you collect. Make a perfect score on a veggie and you get 10 bonus grams! Eliminate the three cabbages in the Book Comp and move onward to the next area!

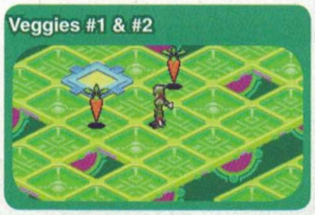
While in Green Area 1, SlashMan can slice the big tree that MegaMan's CybBrdAxe couldn't handle. There's an HP+100 pink Customizer Program hidden behind it!

In Green Area 1, the A and B Buttons are added to your combos, so be on the lookout for them.

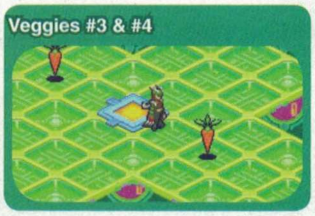
Green Area 1 Veggies

Requirement: 120 grams

Veggies #1 & #2



Veggies #3 & #4

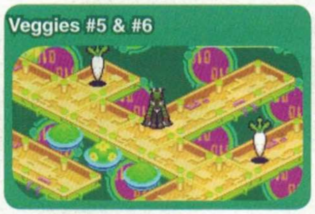


In Green Area 2, the L and R buttons come into play.

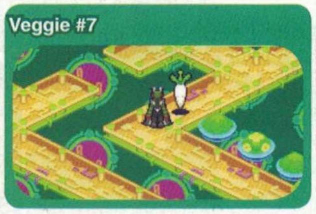
Green Area 2 Veggies

Requirement: 160 grams

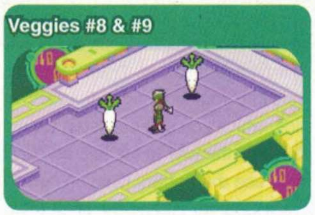
Veggies #5 & #6



Veggie #7



Veggies #8 & #9



Now that cooking class is over, it's time for dessert—a NetBattle with SlashMan!

SLASHMAN.EXE

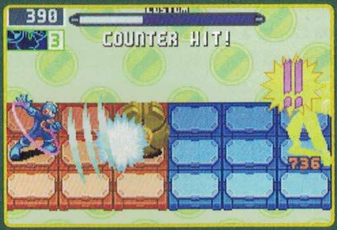
OPERATOR: MS. FAHRAN

Element: Sword

Normal	800
EX	1200
SP	1500

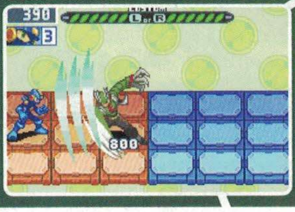
SlashMan is quick on his feet and his attacks are a bit difficult to read. When he commits to an attack, though, he tends to leave himself wide open.

Full Synchro counterattack opportunity!



SlashMan's weakness is against Break style Chips. Unfortunately, you might not have too many of them. The IronShl Chips from the Armadills can inflict a good amount of damage, especially when he remains still. An AreaGrab/DrilArm combo can be very effective and AirHocky works well, too. Defeat him to receive the SlashMan S Mega Chip!

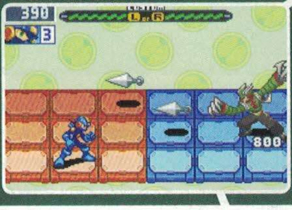
Wide Slash



NORMAL: 30
EX: 70
SP: 120

When SlashMan's warping gets faster, it indicates that he's about to attack. He often jumps into your side of the field and attacks with a WideSwrd-range slice, which you can backstep away from. Of course, you can't do so if you're all the way to the left, so stay out of that column. This is the best time to use the IronShl Chip on him. With the proper timing, you can score a Counter hit and the shell will connect twice. It will connect while he's in your field and again when the shell catches up to him after he's knocked back into his field, both times for double damage!

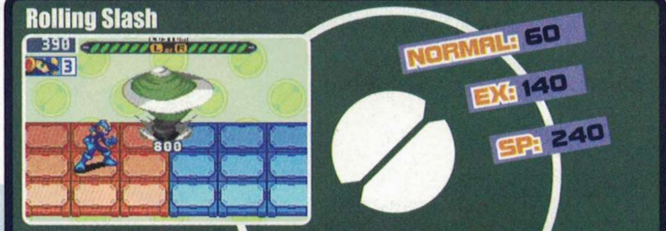
Triple Edge



NORMAL: 30
EX: 70
SP: 120

When he leaps to the back-center panel of his area, watch for the spinning blades he generates. They will fly across the row, so get to a safe row quickly. You can actually destroy these knives, as they only have 10HP. He unleashes three sets of knives, but he does not move. This is a period of time during which he is very vulnerable to a strong attack like IronShl!

Rolling Slash

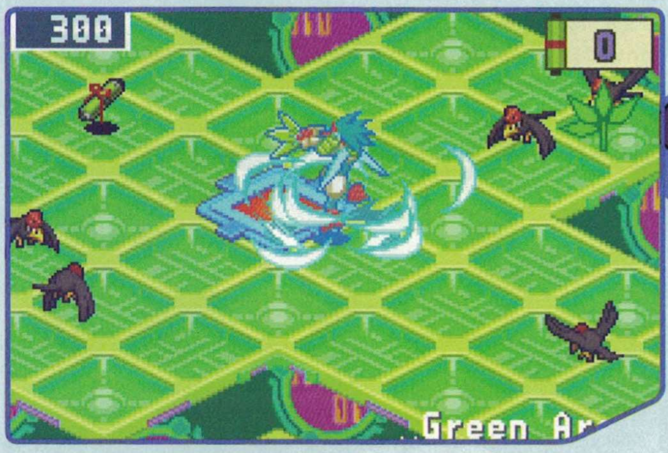


This move works like SlashMan's NaviChip attack when you're controlling him. He becomes a whirlwind of slicing blades that travels across your side of the field, making the turn to vertical movement when he's in your column. Since he moves so fast, try to get in the row farthest from his approach.

Cybeast Gregar Story—TenguMan

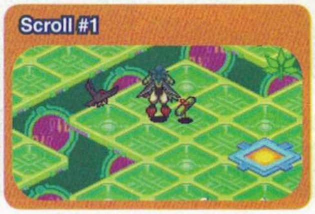
After the trial, check your email to learn that Master Feng-Tian has a class in Green Town. He's outside by the computerized book you passed on the way to the courthouse. Lan now gets to control the Wind Navi TenguMan in a test! Examine the computerized book to begin.

Master Feng-Tian has you and TenguMan collecting scrolls in Green Area 1 while you're being accosted by cyber-crows! One touch of a crow forces you to start over. Dodge the crows when they're flitting about normally, but if they start to swarm, press the A Button to use TenguMan's wind power and scatter them. You can only use this a certain number of times (refer to the "leaf" gauge), but picking up the leaves scattered around the area will restore one blast of the fan.

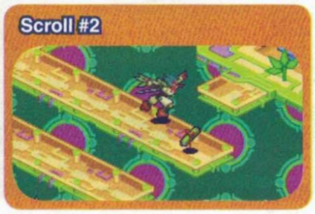


Green Area 1 Scrolls

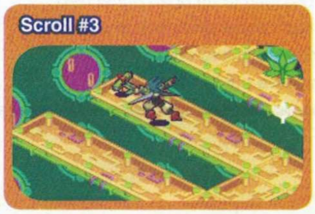
Scroll #1



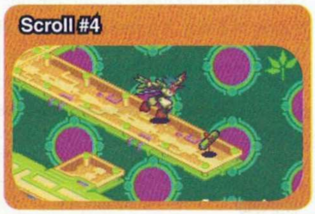
Scroll #2



Scroll #3



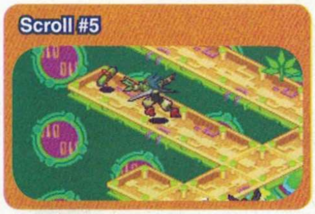
Scroll #4



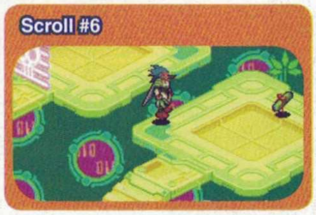
Feng-Tian now sends you into Green Area 2 to do the same thing. This time, however, there are considerably fewer leaves in the area to restore your fan. Take the clockwise way around the area (although it *is* longer) and use your fan only when necessary.

Green Area 2 Scrolls

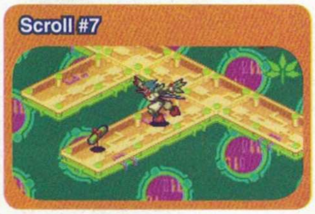
Scroll #5



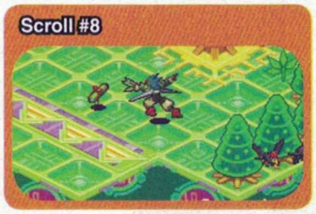
Scroll #6



Scroll #7



Scroll #8



After grabbing these scrolls, it's time for the final part of the lesson—facing TenguMan in a NetBattle!

TENGUMAN.EXE

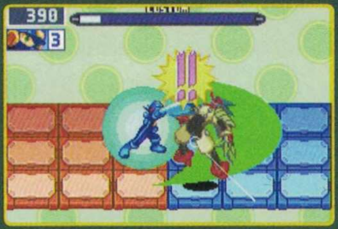
OPERATOR: FENG-TIAN

Element: Wind

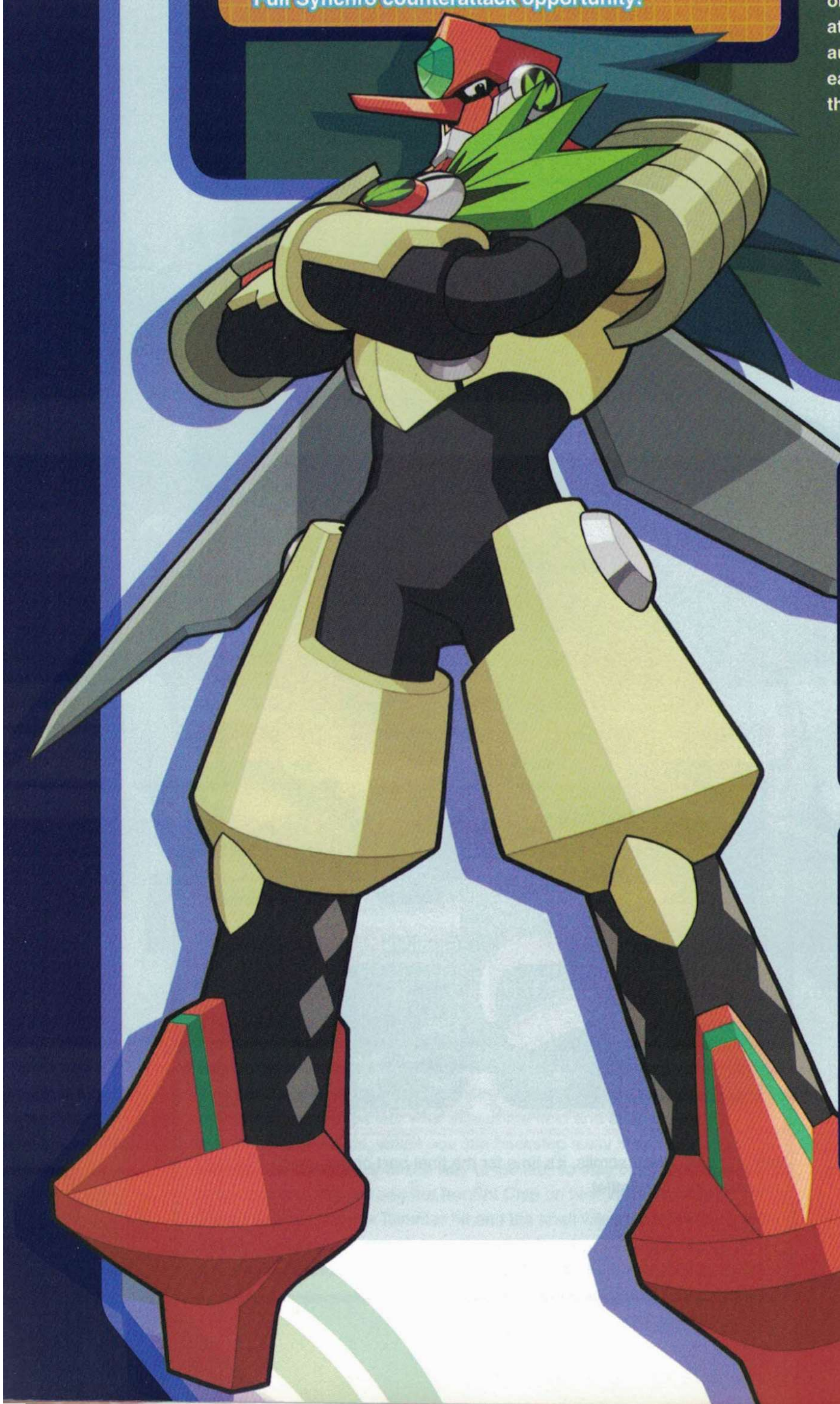
Normal	800
EX	1200
SP	1500

TenguMan is a fairly quick opponent. He flits around his area ignoring holes and panel effects and his attacks, while somewhat straightforward, are actually quite quick.

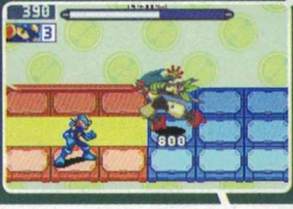
Sword attacks are the best option here, since TenguMan takes double damage from them. In fact, a single LifeSwrd Program Advance causes 800 points of damage, destroying him in one shot. Combo your Sword attacks with the Beast Out's auto-aiming to hit him with ease. Defeat him to receive the TenguMan T Mega Chip!



Full Synchro counterattack opportunity!



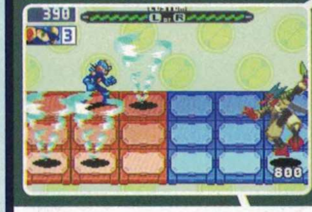
Tengu Thrust



NORMAL: 30
EX: 70
SP: 130

A fairly simple move, TenguMan jumps to the leftmost column of his field and sticks his nose in your business, punching through an entire row. It's a fairly easy move to sidestep, but it is quick.

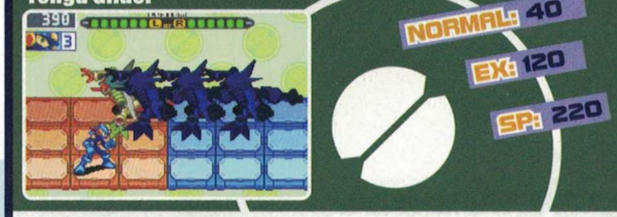
Wind Tornado



NORMAL: 30
EX: 70
SP: 130

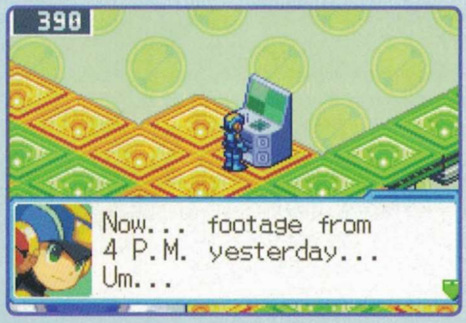
When one panel per column flashes, proceed to an open panel next to one of them. A tornado appears in each panel and each one quickly moves along the column in a pincer move. Slip into one of the original target panels as soon as the tornados move out to dodge them.

Tengu Glider



When he raises his arms up high, this indicates that he's about to perform a rushing move that consumes two entire rows of panels. Stick to the middle row and be ready to move. After determining which row is the safe one, jump into it. He doesn't use this move too often, though.

Now you have another Link Navi and another Cross Form. There's not much more to do but head home and get some sleep. Hello, Dad? You're in *JAIL*! Run home and talk to Mom about this situation, then head to Green Town! Enter the courtroom and talk to Prosecutor Ito, who hands over a **Report** on the alleged crime. It's time to prove that Dad is innocent!

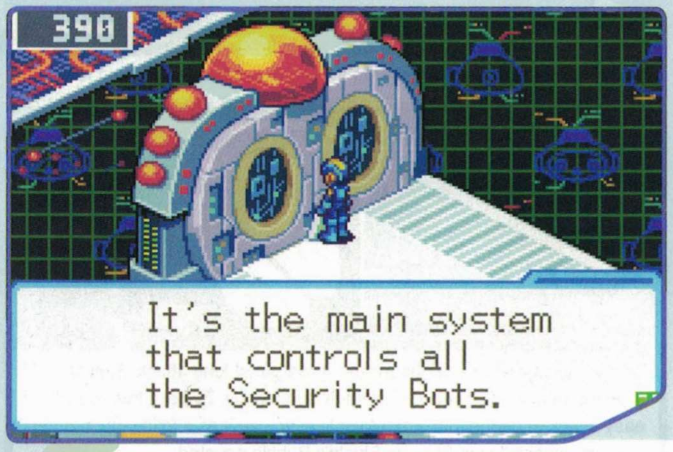


Now... footage from
4 P.M. yesterday...
Um...

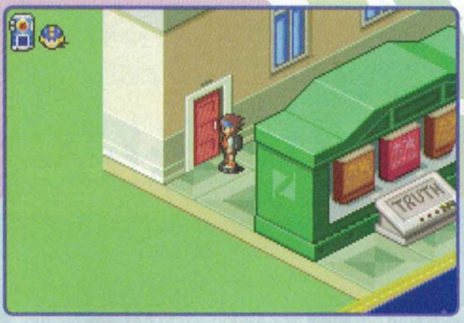
Return to Central Town and talk to Mr. Mach in Cyber Academy's hallway. He thinks he saw Dad doing blackboard maintenance at the time, but he isn't sure. Back up Mach's memory by Jacking In to the SecurCam Comp in Room 6-1. Of course, it's not all *that* easy... Virus Attack!

Virus Battle: KillerEye, MegaCorn x2

Leave the camera and help the poor Security Bot trapped inside the locker. Since it may be a witness to back up Dad's alibi, Jack In to the RobCtrl Comp and head for the control system in section 2. One **ImgData** later, you have proof of Dad's innocence and someone else's guilt. To Green Town!



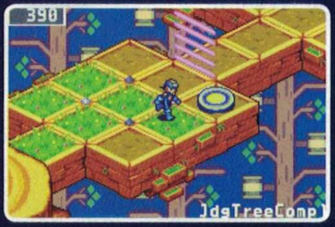
It's the main system
that controls all
the Security Bots.



Talk to the man in front of the courtroom doors to learn that Dad is about to get zapped. He lets you into the punishment room, where there's an electric chair on the far left that you can Jack In to and claim a **FullEnrg SubChip** and a **Guardian O Chip** in a locked Mystery Data packet. Return to the courtroom and face Ito. After you're run out of the courtroom, exit through the back door on the north wall.

The back door leads to the basement and the base of the Judge Tree. However, the door requires a password and another law question. Time to put that 1000 Zenny you spent to become a "Lawyer in the Making" and ask the Navi who took your money about the ordinance that will get you through that door. Enter "153" into the door when prompted to get in. Climb up the ladder and get ready to take on the Judge Tree system.

That's the kind of
zeal for studying
we like to see!



Navigating the JdgTreeComp system right now is tricky. You must hit all the buttons in each subsection to open the gates ahead, but grass grows as you walk on a panel. Step on a grassy panel and you'll receive 100 HP of damage and you're forced to start the section over. Follow the route given to pick up every Mystery Data packet along the way. This includes an HP Memry in the second part and a RegUp3 and a super-valuable ExpMemry in the third area! Rework your Navi Customizer once you have the expanded program grid for your encounter with JudgeMan.

JUDGEMAN.EXE

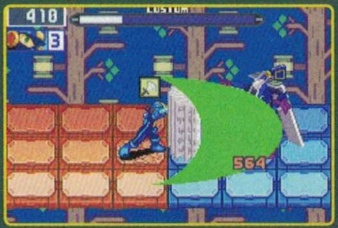
OPERATOR: PROSECUTOR ITO

Element: Null
▪

Normal	800
EX	1100
SP	1600
RV	1900

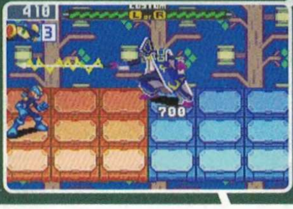
Full Synchro counterattack opportunity!

JudgeMan's greatest strength is the simple fact that he has an attack to counter most of your Navi Cross forms. Tengu Cross is the only one he doesn't have a counterattack for, so consider using it (although Cybeast Gregar players are clearly out of luck there). Couple that with his Strange Shield, which blocks your attacks by staying in front of you and countering with its own attacks, and you have some problems.



Getting past the shield is the big trick. Even though it goes away on its own eventually, any attack with a multi-panel or piercing effect is a decent option. FireBrn, BblStar, IronShl, even a well-timed CornSht are good choices. Stack your Folder to get some good wide-effect Program Advances. LifeSrd is highly effective and while the GigaCan is trickier to get, its wide blast radius is good for catching JudgeMan in the resulting blast from shooting the book. Beast Outs are risky to use in a boss fight since they can drag on. It may not be a bad idea here, however, after depleting JudgeMan's HP down a bit. If you Beast Out, try to use close-range Chips so that MegaMan leaps into JudgeMan's field and bypasses the book.

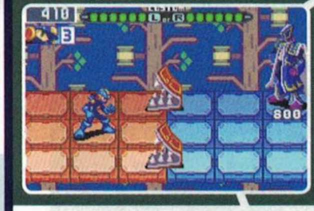
Bind Chain



NORMAL: 0
EX: 0
SP: 0
RV: 0

This attack is a fairly straightforward, three-panel-long attack. Simply sidestep and counter while JudgeMan is immobile. By itself this is an easy attack to dodge, but JudgeMan likes to use it as a follow-up to other attacks, especially the Strange Shield's Bubble counter!

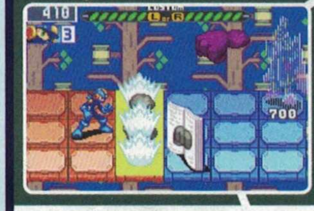
Arrest Book



NORMAL: 20
EX: 50
SP: 100
RV: 130

A pair of flashing panels indicates a pair of chompy-chompy books are about to enter the field. Both books move left to hunt you down. They can also move vertically one panel. Fortunately, they can't move back to the right. The normal versions of the books only have 8HP, EX have 12HP, and the SP/RV versions have 20HP. They can't cross holes, so keep that in mind.

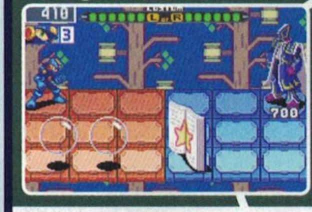
Strange Shield—Punch



NORMAL: 60
EX: 100
SP: 160
RV: 200

When a single panel flashes, JudgeMan summons a book to serve as a shield. If you attack the book, it flips through one of three different counterattacks. The Punch counterattack behaves just like the GolmHit Chips, cracking the panel the fist proper lands in, and "splashing" the panels above and below as well. This is also a Break-type attack, knocking you out of Slash Cross.

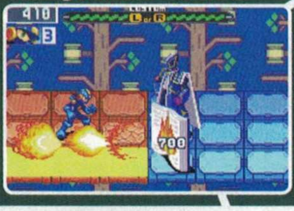
Strange Shield—Bubble



NORMAL: 30
EX: 50
SP: 80
RV: 100

One of JudgeMan's three-shielded counterattacks, it works like the StarFish Virus' Air Bubble attack. If a bubble hits MegaMan, they trap him and set him up for one of JudgeMan's other attacks. This attack is usually the Bind Chain, which then inflicts double damage thanks to the bubble's Aqua state!

Strange Shield—Burner



NORMAL: 60
EX: 100
SP: 160
RV: 200

Just like the OldStov Viruses' Hell's Burner attacks, this spits out a three-panel tongue of flame. This one has almost no warning before it comes out, so stay out of the book's row while the pages are turning!

Dad's free and the Judge Tree has stopped going loco. Whoof. Time to call it a day!

2.5

WHEN IT RAINS IT SNOWS

The second part of the Expo's test to become the Operator Navi is taking place in Sky Town. There's also mail about a new class taking place in Sky Town!

SIDE STUFF!

First, be sure to check out AsterLand; two new Chips have been added to its normal stock.

Second, if you talk to the Operators of your two Link Navis now, you don't fight the normal versions of their Navis...they're been upgraded to the EX versions! A good performance here nets you the more powerful EX versions of their Mega-class Navi Chips.

A man in Central Town is looking for a Barr100 H Chip. Trade! You can buy another Barr100 H, but this is the only place outside of a Chip Trader machine to get the AirHocky M Chip, a vital component of a Program Advance!

That reminds me...
Do you have a
"Barr100 H" chip?

Did someone call
the Quiz Master!
Quiz Maasssstttahh!

In Seaside Town, the Quiz Master is waiting for you in the Aquarium Control Room. Answer all ten of his questions correctly, and he forks over the SlipRunr Customizer Program!

How about you buy
a program to make
you laugh for 3000Z?

In the northeast corner of Green Area 1, a creepy-looking Navi sells you the Humor Customizer Program for 3000 Zenny. Install it, press the L button, and groan away.

Inside Sky Town's Shower Comp is a Navi who sells you items called RushFood at 3000 Zenny a pop. Once you have some RushFood, in certain maps panels with bone symbols appear. Use a RushFood there to summon an adorable Rush doggie-Virus (or two or three) to form a permanent bridge! There are thirteen panels where you can do this; some lead to items, others form shortcuts. However, you can only hold nine pieces of Food at once.

Hey you...
Wanna buy "RushFood"
for 3000 Zennys?

And finally, once you're in Sky Area 1, you need one of your Link Navis to clear out a cybertree (either HeatMan or SlashMan in ***Gregar*****, or TomahawkMan or GroundMan in** ***Falzar*****) that blocks the path to a meditating Navi. He gives you the Aqua-Virus-attracting Fish Customizer Program to get you to go away.**

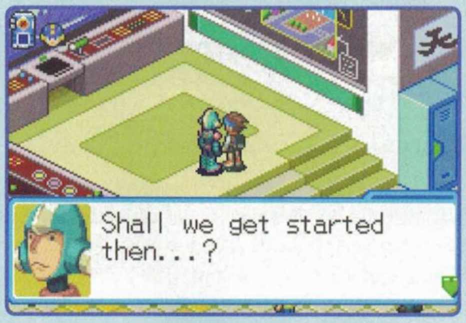
SlashMan got:
"Fish"!!

Take the LevBus to Sky Town, then talk to the man in the bad suit next to the elevator door to sign up for part two of the test. There's also the teacher of the next Operating course, but they're not holding the class yet. Head down the ramp and Jack In to the glowing panel at the base of the elevator to grab a **Speed+1 pink Customizer Program**.

Can you please show
me the E-mail you
got from us?

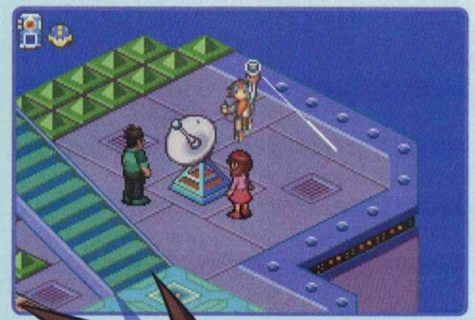
Once you take the elevator up to Sky Town proper, there are a lot of places you can Jack In. The fan has the **OilBody Customizer Program** and a wad of Zenny. The Air Conditioner has the **ColorPt * Chip** and a **RegUp1**. The Heater has a **Charge+1 white Customizer Program** and another batch of Zenny. Finally, the Shower has a **RegUp1** and a single **BugFrag**.

Head into the main room, where a Navi is waiting via CopyBot! Before you talk to it, though, check out the oxygen tanks to find an **HP Memry**, then Jack In to the oxygen tanks to claim **3 BugFrags** and a **BugFix P Chip** in a locked Mystery Data. Slip behind the Navi and Jack In to the control panel to grab a **RegUp2** and another stash of Zenny.



Shall we get started then...?

Head down the elevator indicated and talk to the Mr. Weather robot. It gives you an **Umbrella**. Talk to the Navi again, then head along to walkway south to the outside. Go up the small elevator (taking note of the Chip Trader Special at the upper level!), and keep going east to find a radar dish. Jack In to enter the Sky HP, and be sure to talk to the Mr. Prog there get create a link to Lan's HP, plus grab the **AutoHeal Customizer Program** from the locked Mystery Data. Head to the Sky Area network, where the four judge Navis wait. Find each one and face their Viruses in battle to proceed!



Level 1: Sky Area 1 NetCafe

I am the Level 1 Judge...

Virus Battle #1: OldBurnr, OldHeatr

Virus Battle #2: Piranha2, Piranha3

Virus Battle #3: GigaCorn, MegaCorn

Level 2: Sky Area 1

I am the Level 2 Judge...

Virus Battle #1: Chimpy, OldHeatr

Virus Battle #2: Puffy3, Shaker

Virus Battle #3: HnyBmbr2, Shrubby3

Virus Battle #4: PulsBulb, PlsBulb3

Virus Battle #5: HnyBmbr3, OldHeatr

Level 3: Sky Area 2

I am the Level 3 Judge...

Virus Battle #1: GunnerSP, MettaurSP

Virus Battle #2: Breaker, QuakerSP

Virus Battle #3: CraggerSP, HnyBmbr3

Virus Battle #4: FgtrPln3, FgtrPlnSP

Virus Battle #5: Aramdil3, StarFsh2

Level 4: Sky Area 2

I am the Level 4 judge...

Virus Battle #1: Mettaur2, MettaurSP

Virus Battle #2: OldHeatr, Shooter

Virus Battle #3: Shaker, StarFsh2

Virus Battle #4: Puffy2, Shaker

Virus Battle #5: CraggerSP, Shrubby3

Virus Battle #6: PlsBulb3, ScrCrowSP

Virus Battle #7: ChampySP, MettaurSP

Virus Battle #8: Piranha2, PuffySP

Virus Battle #9: MegaCorn, MetlCrgr

Virus Battle #10: FgtrPlnSP, ScrCrow2

Sky Area is full of obstacles that you need Link Navis to clear out. Once you have your new Link Navi from this chapter, you can clear out every gate in the Sky network and obtain some good stuff! Don't forget there's an invisible road by the final test that leads to an M-Cannon S Chip, plus the link to the Heliport comp has an Unlocker SubChip and a HP+50 blue Customizer Program!

Once you have all four WinCards, talk to the judge Navi nearby, and you get the **VacData** to clear out the cloud that blocks the road to Sky Area from Central Area 3. Mick's Navi takes defeat badly, and gets taken to the Undernet! The entrance is right to the north, so get in there!

The Undernet, as always, is a twisty maze of one-way roads, patrolled by some vicious Viruses. There's an **HP Memry** to the east accessible only via Rush bridge, but your main goal should be west. Be sure to enter the Lab'sComp2 and take the super-valuable **ExpMemry** and **StepSwrd B** there, and also grab the **Muramasa M Chip** in the locked Mystery Data on the way. Mick's Navi is in front of another set of Cybeast statues.

Hey, are you OK!?

Unfortunately, MegaMan goes down for the count thanks to the Cybeast within him. It's time for one of your Link Navis to save his ROMs. Pick whichever one you like and bring them to the statues in Undernet 1. One close call with a Cybeast later, and MegaMan is back safe in Lan's PET.

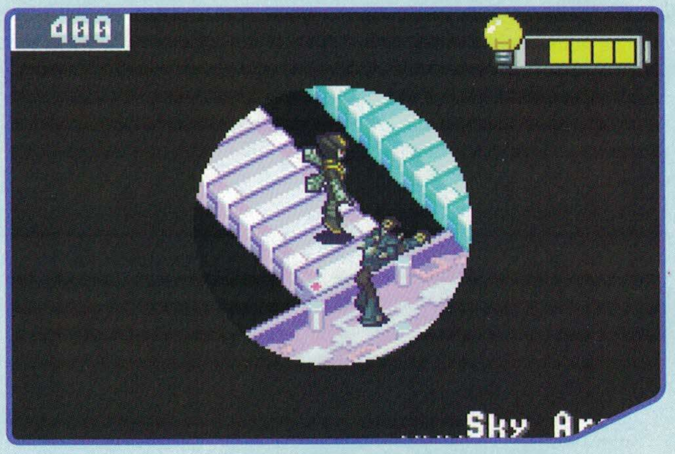
400
...Undernet

After school the next day, the weather goes nutso. Head home quickly and catch the news. It's off to Sky Town! At this point, you can head down to the helipad and take the new Operator course, gaining a new Link Navi and Cross form in the process!

Cybeast Gregar Story – ElecMan

It looks like former WWW agent Count Zap has a wife. This lady doesn't seem as twisted as Zap was. ElecMan's a smidge bitter, but it won't effect his performance. Take ElecMan to the NetCafe in Sky Area 1 to begin the test.

With the lights out in Sky Area, ghost Navis come crawling up. ElecMan needs to find all of the batteries in each area—three in Sky Area 1 and five in Area 2—to restore the light. Keep ElecMan away from the roaming ghosts, and watch their patterns. Each ghost moves in a set path, so be ready to slip past them! Luckily, you don't have to worry about random encounters until you've acquired all the batteries.



With Sky Area restored, there's one last test; beat ElecMan in a fight!

ELECMAN.EXE

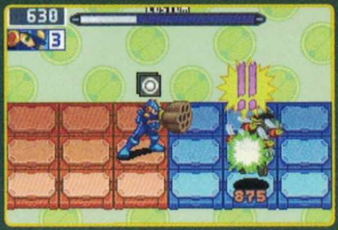
OPERATOR: MS. ANN ZAP

Element: Elec
⚡

Normal	900
EX	1400
SP	1800

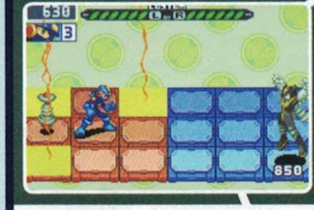
Full Synchro counterattack opportunity!

ElecMan moves slowly from panel to panel, making him an easy target. However, when he decides to attack, he whips them out *fast*! He also tends to place a pair of Lightning Rods into the field, reducing your running room. These Rods also refuse to stay still, repositioning themselves randomly. If you have a fast-charging Buster, you can take them out without too much difficulty; in this first fight they only have 10HP, while the EX versions have 15HP, and the SP 20HP. Naturally, ElecMan brings out some more shortly, so consider using piercing attacks to hit both ElecMan and the Rods at once.



Wood-Element Chips are especially effective against ElecMan. The Boomer series does some nasty damage, plus you can combine the Grass panels they leave behind with Fire Chips for double damage with two different Element types! Other Wood attacks like RskyHny and RlngLog are effective, thanks to their nice wide range and ElecMan's slowness. Beat him, and the ElecMan E Mega Chip is yours for the taking!

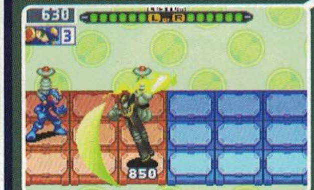
Sequence Bolt



NORMAL:	40
EX:	80
SP:	110

When individual panels in your area start flashing, keep an eye on which ones flashed, and find one that didn't. After several sets of flashes, the panels are targeted by lightning bolts. ElecMan is very vulnerable to counterattack once he uses this attack. Try destroying a Lightning Rod and stepping into that spot, since the lightning never strikes Rod-occupied panels.

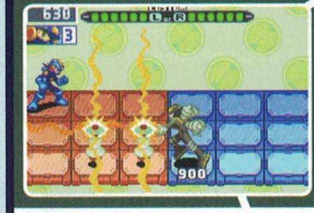
Elec Sword



NORMAL: 80
EX: 160
SP: 220

ElecMan rushes to the panel directly ahead of you and swipes with an Electric-Element WideSwrd-style attack. There's very little warning before ElecMan uses this attack, so you have to be fast! Backstep quickly or blast him hard enough to stop his charge! Luckily, he doesn't tend to use this move as often as the others.

Thunderbolt



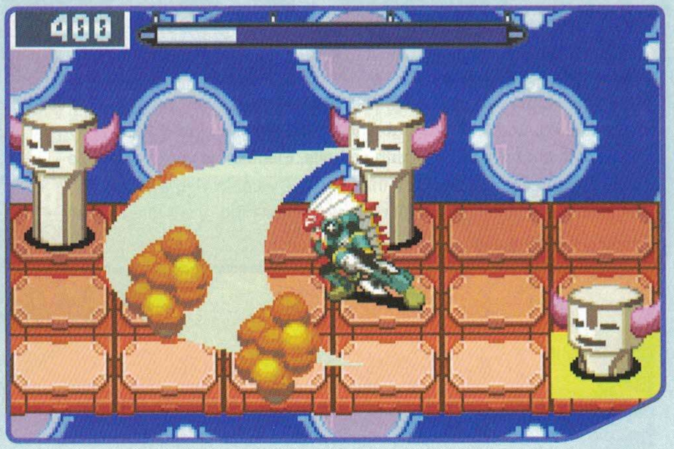
NORMAL: 40
EX: 870
SP: 110

Normally, this attack simply takes up an entire row. However, if there are Lightning Rods in the field, ElecMan will strike those, sending bolts vertically though the Rods' columns as well! This can seriously cut down on your safety zone!

Cybeast Gregar Story - TomahawkMan

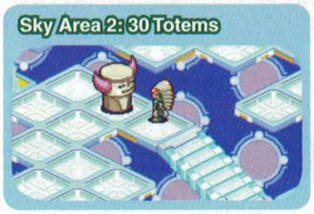
Dingo's here to teach you about using Wood and listening to Mother Earth and all that.

Find the four Totems in Sky Area and start slicing! Press L and R to change TomahawkMan's orientation from left to right, and press the B Button to slice the Totems as they pop up…or actually, as soon as their panels start flashing, because a slice there destroys them even before they appear! Let the totems rise too far and you take damage equal to the number of Totems you need to cut! Cut a Totem with a hawk on top and a series of them swoop through the area, damaging totems for you! You can hit pretty much anything from the two panels in the dead center, so try to stay in there to minimize your running time and maximize your swing time! Each new text adds another color to the mix, and each new color rises faster and faster!

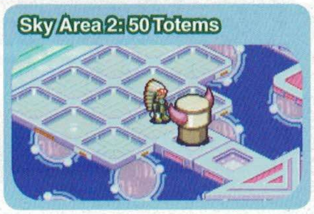


Totem Chart

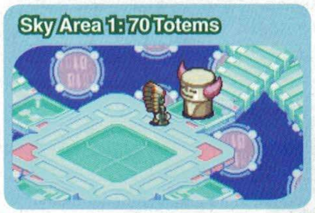
Sky Area 2: 30 Totems



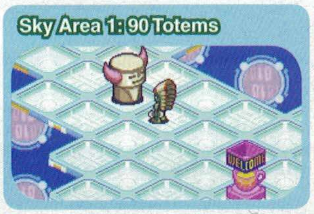
Sky Area 2: 50 Totems



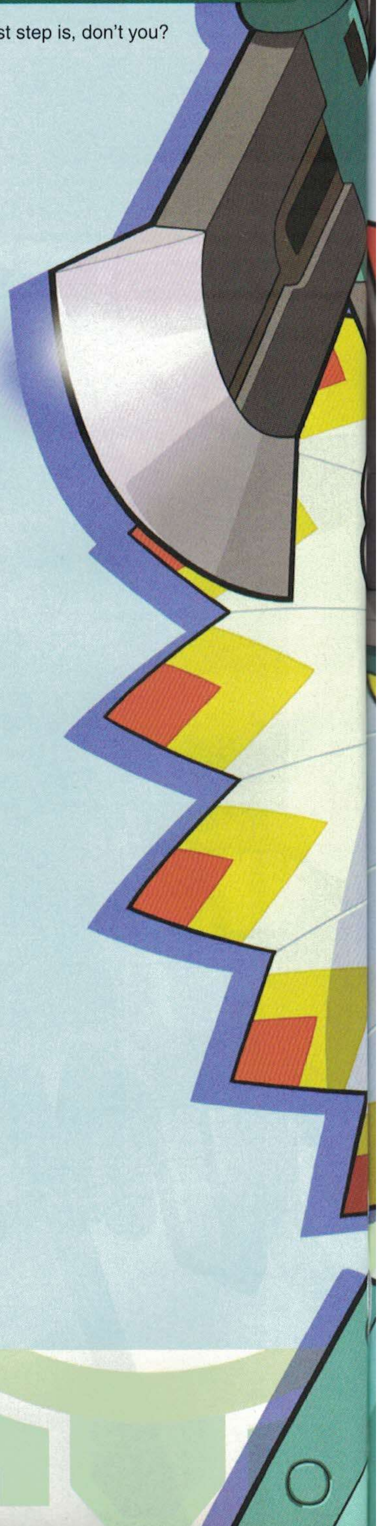
Sky Area 1: 70 Totems



Sky Area 1: 90 Totems



The test is over. And you know what the last step is, don't you? That's right, it's NetBattling time!



TOMAHAWKMAN.EXE

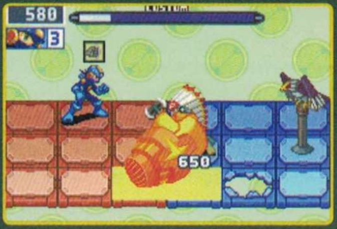
OPERATOR: DINGO

Element: Wood

Normal	1000
EX	1500
SP	2000

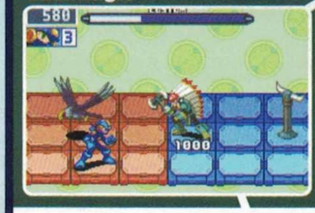
Full Synchro counterattack opportunity!

TomahawkMan's really changed up his battle tactics since we last saw him. To make matters worse, three of his attacks also have the Sword "Element" attached to them, meaning using Tengu Cross is completely out of the question! On the other hand, it does set him up for a nice AntiSwrd trap if you have any! An AreaGrab can be especially helpful here, since his Tomahawk Swing has impressive range. He also has SprArmor installed, so don't think you can shock him out of his attacks!



As a Wood-based Navi, naturally TomahawkMan doesn't handle Fire well at all. The auto-targeting FireHit series is terrific against him, but a good Burner or FireSwrd is also nice. And of course, BlastMan gives him no room to run whatsoever! If you managed to get a GrasSeed * Chip in the JdgTree Comp 3, put some consideration into adding it to your Folder here. The Grass heals him up, but if you save it for a when you have a devastating fire attack like BlastMan ready to go immediately afterwards...quadruple damage is nothing to sneeze at! Beat him for the TmhwkMan T Mega Chip!

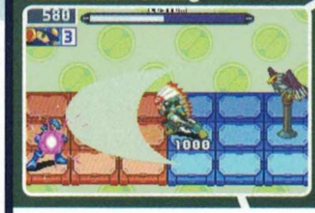
Dash Eagle



NORMAL: 20
EX: 40
SP: 60

This Null-Element attack sends TomahawkMan's pet eagle screaming across the missile row. It's a simple attack, but since it's a frequent move and is often combined with TomahawkMan's other attacks, it becomes annoying quickly. The hawk can be blasted; it only takes 10 points of damage. But unless you have a piercing attack or a conveniently-charged Buster, just sidestep.

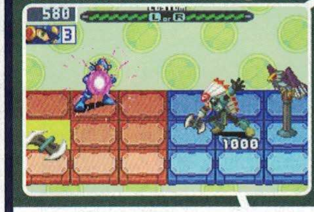
Tomahawk Swing



NORMAL: 40
EX: 80
SP: 120

Tomahawk's signature move, and one you've been using a lot and should be used to by now. If you can get out of the way of the LifeSrd-range swing and hit him during the first part of the swing proper, you've got a beautiful Counter Hit that sets him up for double damage! This attack also does Sword-type damage! Luckily, the back column is always safe from this move.

Tomahawk Boomerang



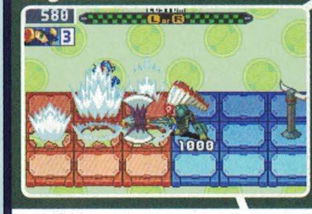
NORMAL: 40

EX: 80

SP: 120

Unfortunately, the back column *isn't* safe from this move! Spend too much time in the back and TomahawkMan hurls his blade through the entire back column!

Eagle Tomahawk



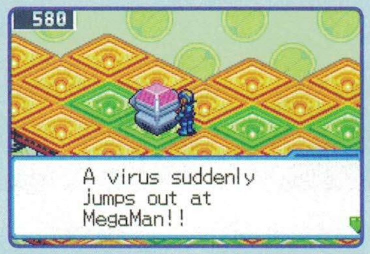
NORMAL: 80

EX: 160

SP: 240

You really don't get much warning on this one! The eagle combines with TomawakMan's axe to become a ground-crushing wave attack that works like the forward shockwave of the Mettaur, but puts holes in every panel it hits! This move only has the Sword "Element" in it, but its heavy damage and ability to seriously decrease your running room makes it a very dangerous attack indeed!

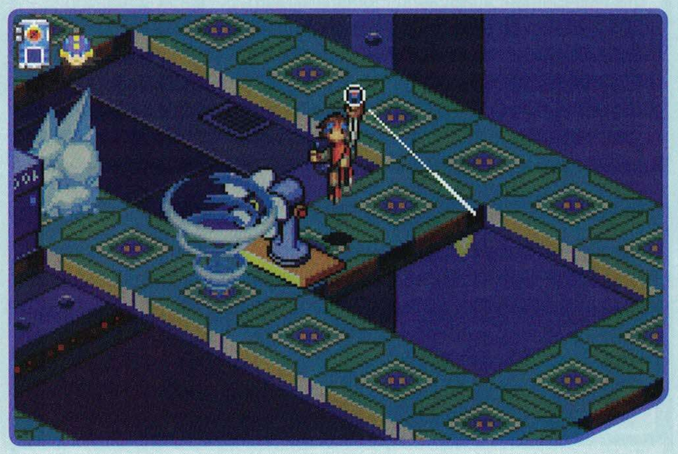
Now that you've got another Cross form and LinkNavi, it's time to fix Sky Town. The elevator isn't working, so Jack In to the elevator control panel, and check out the control module inside. Naturally, there's a Virus!



A virus suddenly
jumps out at
MegaMan!!

Virus Battle: HnyBmbrSP, Shrubby3

Up on the upper level, the path to the control building is blocked by the four weather-making apparatuses. Use the side paths to get to the backs of each one and Jack In, find the control boxes, fight the Viruses inside and clear the path to the control room!



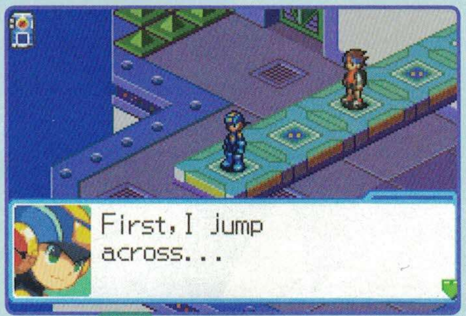
Fan Virus Battle: FgtrPlne, FgtrPlnSP

AirCon Virus Battle: Piranha3, StarFsh3, WindBox

Heater Virus Battle: OldBurnr, OldHeatr, OldStovSP

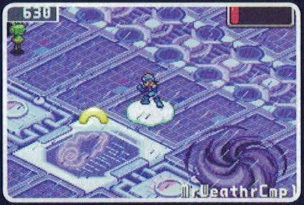
Shower Virus Battle: Puffy2, Puffy3, PuffySP

Once you're inside, go check the closets to rescue Sky Town's administrator. Then follow Iris through the door to the north, since the door directly to Mr. Weather's room is locked. But the bridge outside collapses, and once again it's a CopyBot to the rescue! Send MegaMan into the CopyBot back in the control room, then head to the roof of the building. Go as far west as you can, and Mega finds the right spot to jump to the other side from, so Lan can follow! It's on to Mr. Weather's room and his infected system!



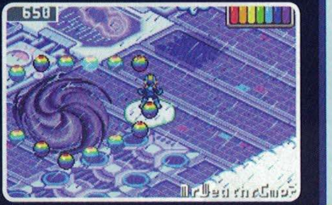
First, I jump
across...

In order to pass through each section of the Mr. Weather computer, you need to make your way to the upper level and hop on the small cloud next to the glowing "dock". Float around on that cloud, gathering the pieces of rainbow data scattered up there. Dock at the glowing platforms to walk on the big clouds and pick up the rainbow pieces there. Avoid the big storm whirlwinds, since they weaken your cloud and can send MegaMan tumbling to the lower level! Grabbing the rainbow data while on the cloud itself can be a little tricky, since it's harder to judge distance.



Once you've collected the seven pieces of rainbow data (remember good old Roy G. Biv?), hunt down that storm! Hold down the A Button and as MegaMan moves, he leaves a trail of rainbow energy behind. Surround and trap the storm cloud to destroy is and clear the path to the next section! Keep in mind that the trail doesn't last long, so you need to be close to the storms! Also, later sections have more than one storm in them, so be careful! Luckily, you don't have to worry about random Virus encounters while on a cloud.

There are quite a few nice items to be found in this system: Comp 1 has a RegUp1, Comp 2 has an HP Memry and the handy Shield blue Customizer Program, while Comp 3 contains the super-useful SpinPink for your Customizer, plus a Recov120 F Chip!



ELEMENTMAN.EXE

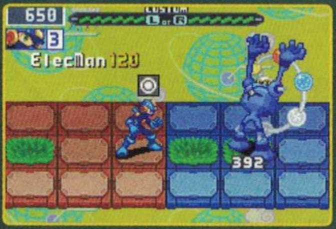
OPERATOR: VIC

Element: Variable

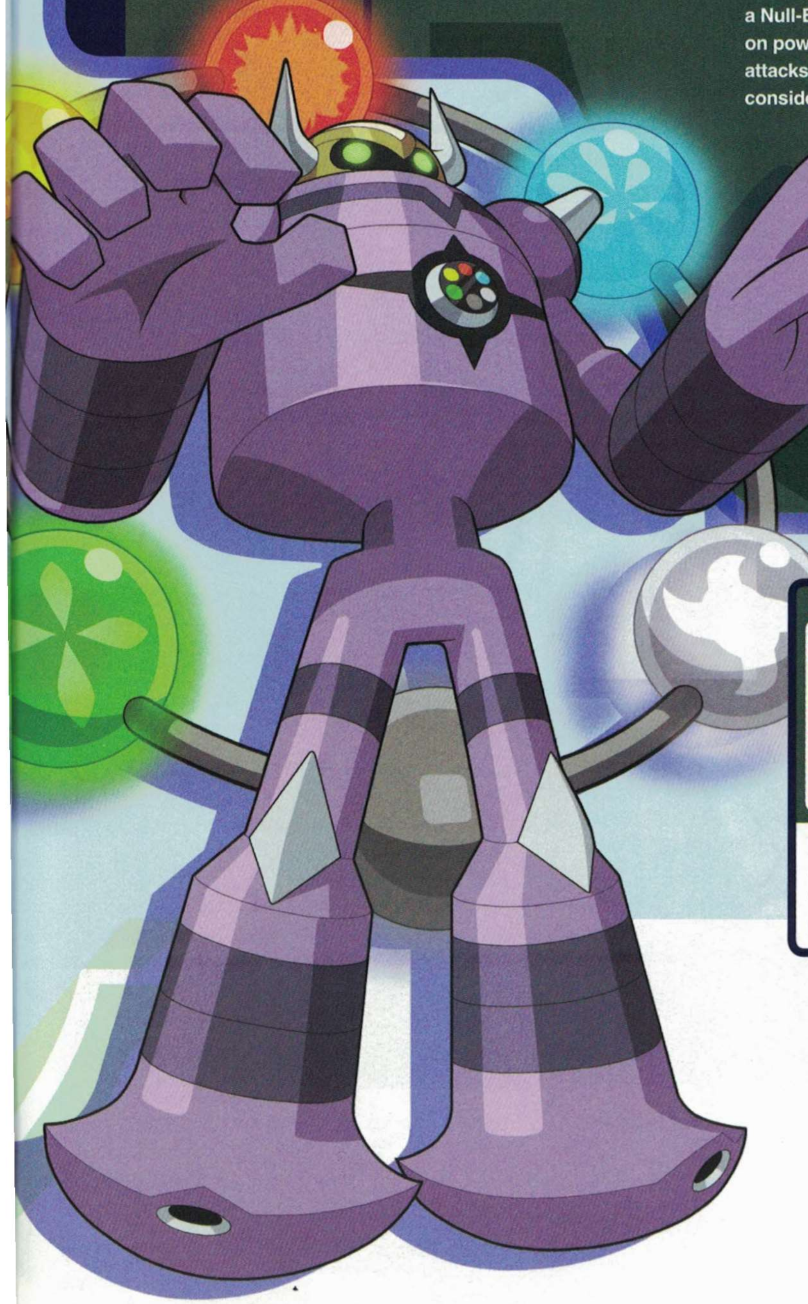
Normal	900
EX	1300
SP	1700
RV	2000

Full Synchro counterattack opportunity!

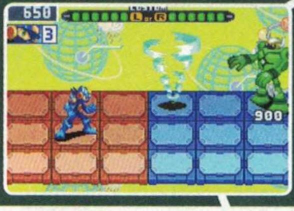
Two of your three currently-available Cross forms are obviously bad ideas here, since ElementMan has an attack to counter any of the normal four. If you do use a Cross, try Slash or Tengu in this first encounter. In later battles, *Gregar* players are at a bit of a Cross disadvantage, since *four* of its five Crosses are vulnerable to double damage in this fight, while only two *Falzar*-version Crosses are vulnerable.



ElementMan's ever-shifting Elemental state makes it tricky to time a good counter-Element attack, so it's generally better to not bother. Simply treat him as you would a Null-Element Navi and focus on powerful, wide-reaching attacks of any Element, and consider any extra damage an Element attack makes as a bonus. If you're feeling crafty, ElementMan always follows the same cycle (Null to Wood to Fire to Elec to Aqua), so you can predict his changes and try to have a counter-Element ready. Since one of ElementMan's attacks leaves Grass panels in his field, a strong Fire-based Folder can certainly help out, giving you double-damage no matter his Element state if you hit him at the right spot, and even *more* if you catch him in his Wood state! As a general rule, stick to the right two panels of the center row, and a little fancy footwork between those two panels can see you through most of his attacks.



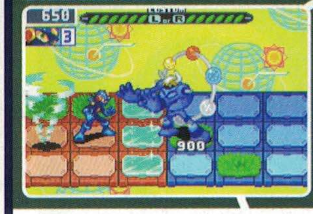
Downburst



NORMAL: 60
EX: 100
SP: 140
RV: 240

ElementMan can use this Wind-element attack at any time, and does so…often. These whirlwinds act a bit like the Boomer Chips, moving through the outer panels of the field. There's always the same safe point, but with other attacks in the field, this can prove tricky.

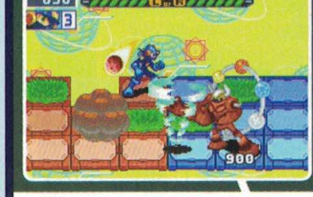
Diamond Dust



NORMAL: 30
EX: 50
SP: 70
RV: 120

His Aqua-Element attack, ElementMan rushes into the panel directly ahead of you and sprays freezing dust in a WideSwrd-range attack that creates Ice panels, plus freezes you solid for a few seconds. This attack by itself is easy to avoid…with Downbursts in the field, not so much. If you can safely backstep, ElementMan is vulnerable to Counters *during* the spray of ice, so have an attack ready!

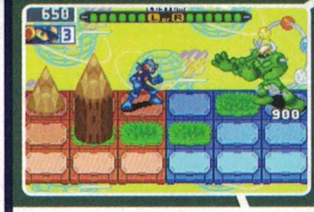
Meteorite



NORMAL: 60
EX: 90
SP: 120
RV: 200

This Fire-Element attack targets the panel you're standing on and blasts it with a fast-falling fireball. Move as soon as you see the flashing panel, and do not let yourself get hit while on a Grass panel! There's usually only four meteors, but the SP version of ElementMan fires five, and the RV fires six! This attack is pretty fast, but really not hard to dodge by itself.

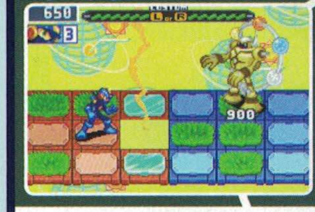
Tallest Tree



NORMAL: 30
EX: 50
SP: 70
RV: 120

When ElementMan goes green, watch for a line of wood towers to come punching up towards you. This attack can shift one row over each punch to track you, but once you get to the right of the spike, you're safe. This attack leaves Grass panels, which can fuel a double-damage Fire attack for either you *or* ElementMan!

Lightning Drive



NORMAL: 60
EX: 100
SP: 140
RV: 240

A move not unlike the Meteorite, ElementMan calls down six bolts of lightning in a row. However, while this attack does track you, it can only "move" one panel at a time from the last strike. This move is actually harder to avoid than the Meteorite

With ElementMan down, Sky Town is safe and the weather is back to normal. But they've got a powerful program now, and that can't be a good thing!

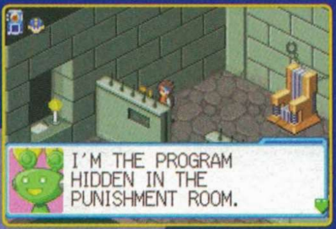
KINGS OF THE CAVE

It's time for the final round of Operator Navi competition; the WWW's plans are heating up. Add two escaped WWW agents and things are getting ugly!

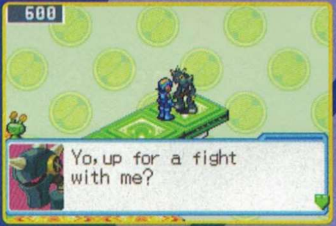
SIDE STUFF!

Mr. Famous is at AsterLand! And he's selling Chips! Check out his wares; while they're geared more towards Linked NetBattles against human opponents, you need these Chips eventually.

Finding Mr. Prog at the Green town jail is enough to give you the Poem yellow Customizer Program. It is just an amusing little distraction like the Humor Program.



I'M THE PROGRAM HIDDEN IN THE PUNISHMENT ROOM.

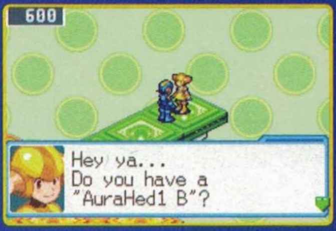


Yo, up for a fight with me?

Inside Sky Town's Elevator Comp is a spiky Navi eager for a fight. Take on his Viruses and he hands you a Lotto Number for a nice prize, the SpinGrn!

Virus Battle: FgtrPln2, PlsBulb2, ScrCrow2

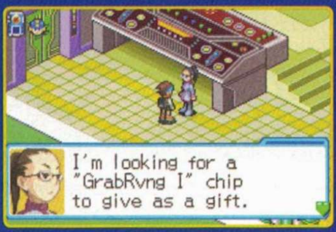
While you're right there, if you challenge your newest Link Navi Operator now (provided you've re-challenged them already), their Navi has been upgraded to EX mode! Beat the Navi with a good score to earn their EX Chip!



Hey ya... Do you have a "AuraHed1 B"?

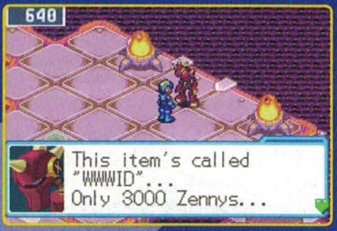
In the Sky Town AirCndtrComp, a girl-Navi is looking for an AuraHed1 B Chip. Chances are you don't have this yet, but when you do, come back and trade it to her to get an AirSpin2 L Chip!

Speaking of Sky Town, a woman is looking for a GrabRvng I Chip. Trade it to her for a BigBomb O Chip! You're now one step away from completing the trade-train!



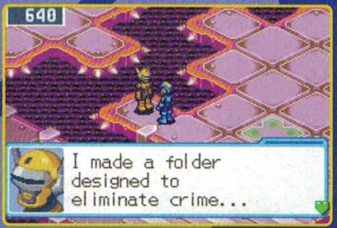
I'm looking for a "GrabRvng I" chip to give as a gift.

In the same room, enter the Oxygen Tank Computer. A Mr. Prog is there if you talked to the Navi by the locked gate in eastern Undernet 1. He has found the password to the gate: 729. Enter this code into the gate to enter Undernet Zero. Head up the stairs in Undernet Zero, and a Navi there sells you the WWWID for 3000 Zenny. This is a good deal, since it unlocks all of the skull-marked gates across the internet, giving you access to quite a few nice prizes!



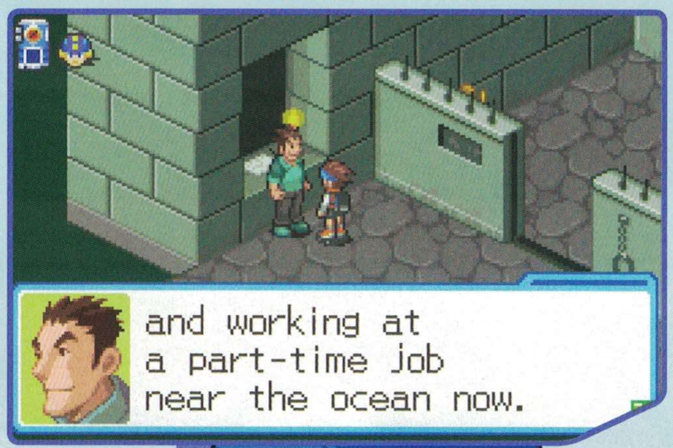
This item's called "WWWID"... Only 3000 Zennys...

Two new un-alterable Folders are made available to you now to replace the GiftFldr. Once you're in Undernet Zero, an orange Navi near where you bought the WWWID gives you the SoulFldr. In ACDC Town, talk to the man in white, after you get e-mail from Mr. Mach, to change your sub-Folder to the AprtcFld.



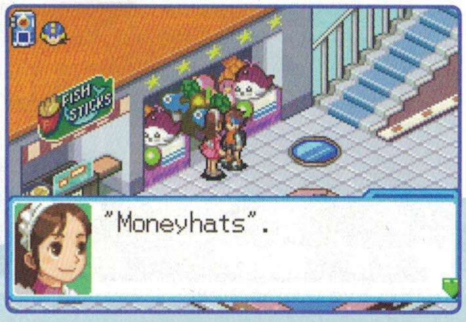
I made a folder designed to eliminate crime...

In order to become the Expo's Operator Navi, you need to find the Moonstone within the Undernet. Head there and chat with the creepy Navi near the entrance to discover the Moonstone is in Undernet 2. Naturally, the gate to Undernet 2 is locked. Talk to the Navi next to it for a hint to where to find them…in *jail!* Head to Green Town and talk to the jailer there, who tells you the man you're after isn't



and working at a part-time job near the ocean now.

Take the LevBus to Seaside Town, and talk to the cute girl running the toy store there. Keep pestering her until she gives you the password. Return to Undernet 1, open the gate with the password, then enter Undernet 2.



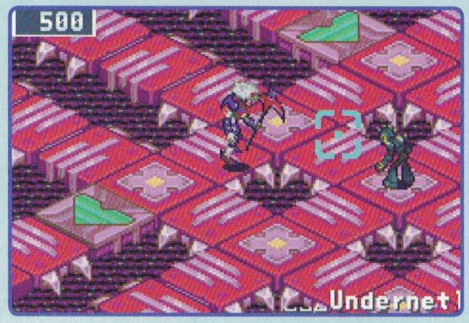
"Moneyhats".

Once in Undernet 2, maneuver through the twisting, spiraling paths to reach a teleporter on the upper level. (Make sure to grab the **HP Memry** along the way. Slip into the warp on the west side, which leads to the VendngMc Comp and a **Battery yellow Customizer Program.**) Once you're on the lower level to the east, take the invisible road to claim the **MoonSton**! Jack Out and return to Central City for the win, plus another **HP Memry**! Talk to the other three contestants then head home and to bed when prompted. Tomorrow's a big day…especially since two different Link Navi classes have opened up!

Cybeast Gregar Story – EraseMan

You have your choice of classes right now before your trip back to ACDC Town. Let's start with the closest, head to the lab next to Mr. Match's in Cyber Academy for Dark Scythe's course on killin'!

Once in the Undernet, your job is to eliminate all of the spiky Navis patrolling there. If they spot you, you're sent into a Virus Battle that earns you nothing. Instead, sneak up from a direction they're not looking. When you are close enough, rush in and press the A Button as soon as you're close enough to delete them without a battle. If a Navi turns in your direction, hit A and EraseMan vanishes as long as you have the button held down. He can't move in this form though, so once the Navi turns, re-appear and rush in! Interestingly enough, the Navi's line of sight is very limited. Thankfully you don't have to worry about random encounters during this test.



With the entire Navi gang deleted, it's time for the final test.

ERASEMAN.EXE

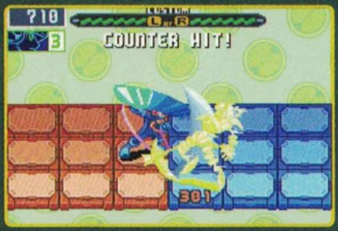
OPERATOR: DARK SCYTH

Element: Cursor

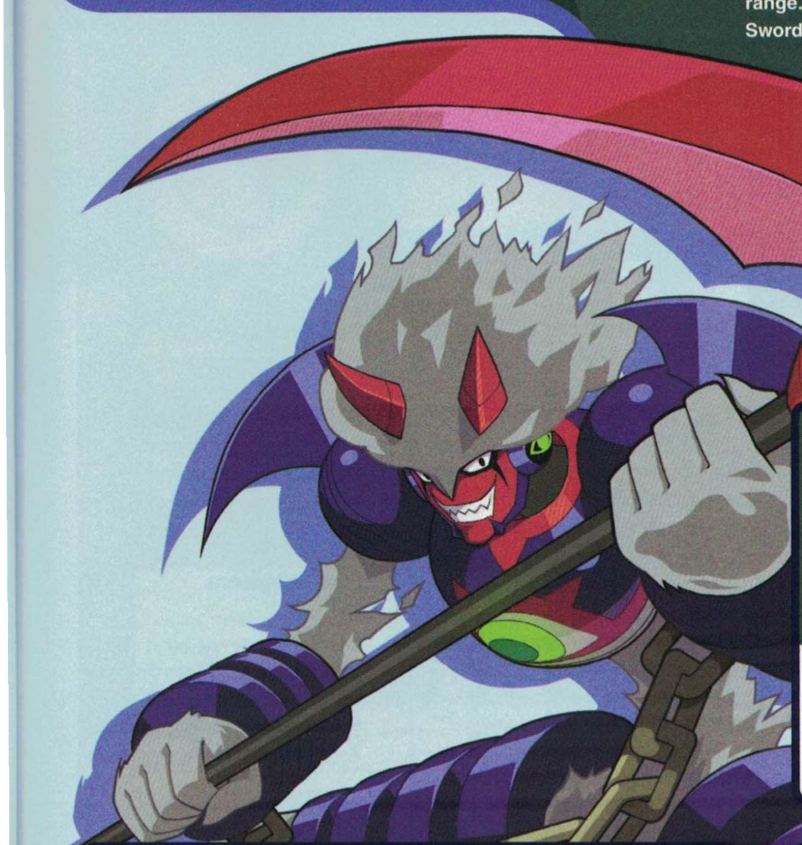
Normal	800
EX	1200
SP	1600

Like ElementMan previously, EraseMan's main hassle is that he fills the screen with weaker "distraction" attacks to set you up for the bigger, nastier ones. On the other hand, at least Eraseman's screen-fillers can be disposed of with relative ease. The RockCube can be your best friend here.

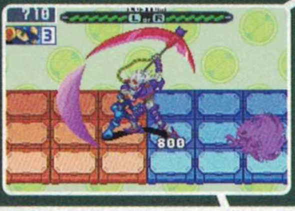
Full Synchro counterattack opportunity!



Wind Chips blow EraseMan away, but there aren't a whole lot of really powerful Wind Chips. The WindRack's a real nice counter to the Hell's Sickle, and Tornado can do some decent damage, but that attack puts you directly in the Sickle range. AntiSwrd isn't bad to have either, since his Hell's Sickle is a Sword-style attack. Anything with a multi-panel or piercing range is good for getting through the ghosts to get at the Navi himself. Beat him to get the EraseMan K Mega Chip!



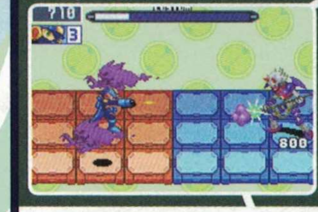
Hell's Sickle



NORMAL: 60
EX: 90
SP: 120

This WideSwrd-style attack is a bit different, in that the danger zone is actually in the panels *two* columns ahead of EraseMan. As such, you can step either backwards *or* forwards to escape this slice. Forwards is better, since that puts you right in a place to hit him with a WindRack attack! The wind-up is slow, and EraseMan is vulnerable to a Counter then!

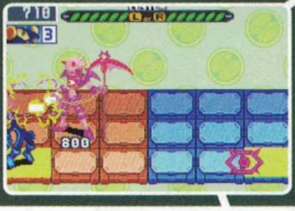
Misty Demon



NORMAL: 30
EX: 50
SP: 70

A trio of smoke-creatures stream across each row. This attack is easily countered with the Buster; they have a mere 1HP each. A RockCube or other obstacle is really good for keeping them out of your face, since there's a near-endless stream of these things. There's almost always a gap between two of them to slip through, but it's not easy.

Eraser's Death Beam



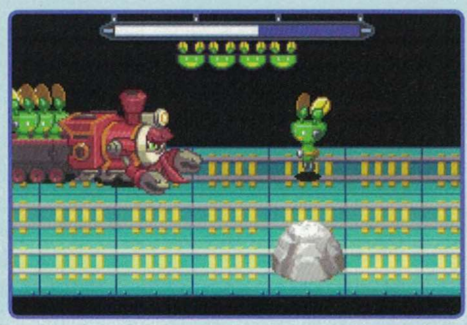
NORMAL: 100
EX: 170
SP: 240

If you stay in back row out of Hell's Sickle range, EraseMan sends a cursor through the outer edge similar to the Boomer Chip's attack. If the cursor hits you, you're stunned and EraseMan charges into range to attack you with a stunning Electric beam similar to those used by the KillerEye Virus.

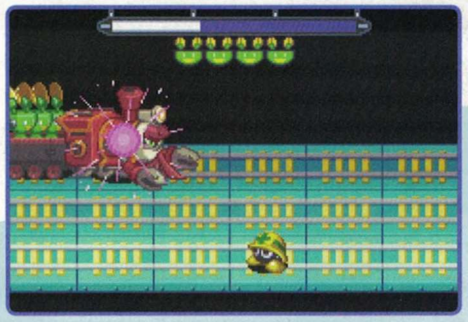
Cybeast Gregar Story – ChargeMan

Now, let's head to the Aquarium and talk to Mr. Ferry in front of the vending machines to take his course and gain some more stuff! Take control of ChargeMan, then head down the nearby stairs to check out the bulletin board surrounding by Mr. Progs. All aboard!

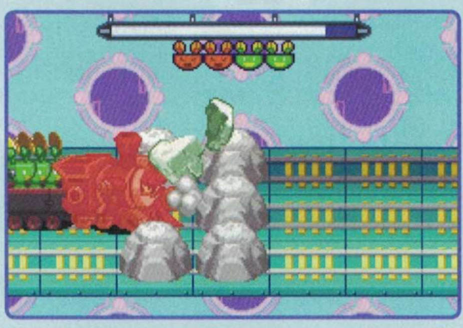
NetBattling isn't the focus of this test, dodging is! Move ChargeMan up and down to avoid the rocks and pick up any Mr. Progs waiting on the rails. Don't hit the rocks or the customers get upset! You can smash through the rocks with the Crazy Locomotive charge, but you need to press and hold the A Button to charge it up, plus you can't change rails while charging, which might mean missing a Mr. Prog! First stop: Sky Area 2, departing from Undernet 2! Make four Mr. Progs angry and you have to start over!



Once you're in Sky Area, you can wander around to get used to controlling ChargeMan in battle. Check the board there to start the next leg of the journey, to Central Area 3. This time, Mettuar Viruses are littered on the tracks that move up and down. They will try to knock your passengers around. They typically move down first, so stay in the center and be ready to jump up to the top row. Keep a Crazy Loco charge at all times and be ready to use it!



Your next stop is Seaside Area 3, and the ride may be bumpy. The rails ahead are loaded with rocks that you have no choice but to bust through, so keep your charge ready. This one goes a lot faster, so keep from going off the rails.



ENGAGING NETBATTLE

CHARGEMAN.EXE

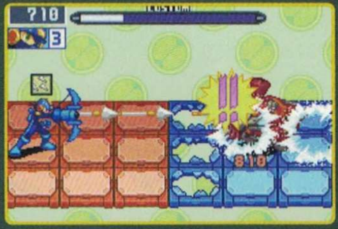
OPERATOR: MR. FERRY

Element: Fire
🔥

Normal	1000
EX	1500
SP	2000

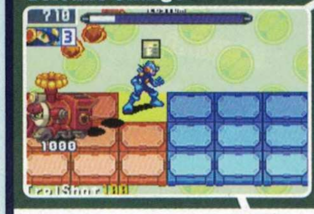
Full Synchro counterattack opportunity!

There's never been a train like this before, someone's got to be the one at the head of the line to first beat Mr. Train. True to his name, ChargeMan's moves involve smashing through to your side of the field in a near-endless chain of attacks. As such, it's best to stay on the far left edge to give you the most amount of time to see what he's got coming and head to a safer row or counter. He tends to pull out the same move several times, with a slight pause when he changes tactics.



Anything that puts holes in the field is your best friend. ChargeMan can't cross holes. TrplShot leaves virtually all of his moves useless, and leaves him vulnerable to your Aqua attacks. TrnArrw can be especially devastating. If you somehow don't have a hole-making Chip handy, anything with a wide rage works well. Ramp up your Buster's Charge rating as high as possible and keep unleashing them; the Charged Shot knocks him out of every attack! When he's stunned back to his side, nail him with an attack. Derail him and get the ChargMan C Mega Chip!

Volcano Charge



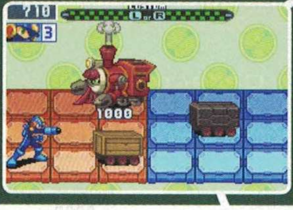
NORMAL: 50

EX: 80

SP: 160

ChargeMan disappears, then re-appears in your row. Watch for flashing yellow panels, as ChargeMan lobs flaming coals into them as he passes. He throws three coals out quickly, so move in a near-circle to dodge. This is also the only time he's vulnerable to a Counter. The vulnerability lasts as long as he's in your side of the field.

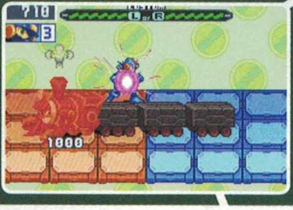
Panic Train



NORMAL: 30
EX: 50
SP: 100

ChargeMan brings his two rail cars in with him, each taking a row. Thankfully, you can blast the cars to destroy them. The wooden car as only 1HP at normal setting, 2HP at the EX level, and 3HP at SP. The steel car is naturally tougher; normal has 5HP, EX 10HP, and SP 15HP. A fast-charging Buster is devastating.

Crazy Locomotive



NORMAL: 100
EX: 150
SP: 300

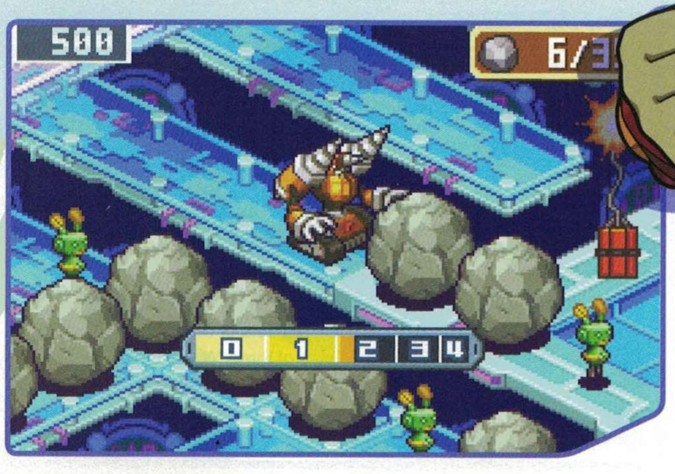
When ChargeMan appears with rail cars behind him, he's about to go screaming across the rows. He moves at incredibly high speed, making it tough to dodge. Thankfully, he can be knocked out of the move with a powerful enough attack. Try a TrnArrw from the back row as soon as you get to a clear row; he'll ram right into them!

Cybeast Falzar Story - GroundMan

First, you must take GroundMan all the way from the Undernet to Central Area 2. It's a bit of a haul, but it gives you the chance to get used to GroundMan in battle.

Once you're in Central 2, you need to break all of the rocks in the area before the fuse on the dynamite burns down and there's a big badaboom. Press A next to a rock and watch the moving power meter. Press it again to stop the meter. The higher the number, the more rocks you plow through. You can destroy up to four in one charge! But high power isn't always the best choice, sometimes you need precision. There are several Mr. Progs scattered throughout the map; judge your numbers to avoid damaging the cute little guys! Talk to them normally to clear them out.

Now that you know the delicacies of demolition, it's time for the final exam.



GROUNDMAN.EXE

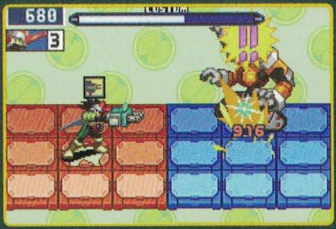
OPERATOR: MOLIARTY

Element: Break

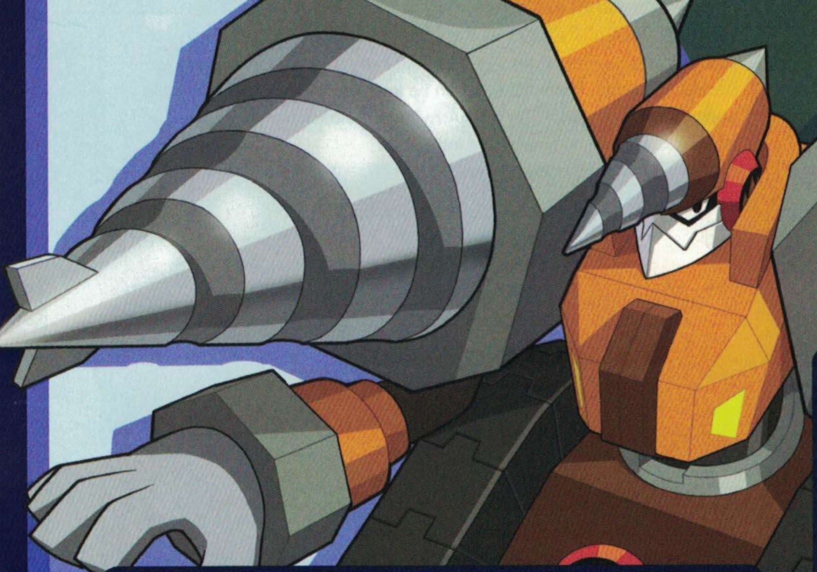
Normal	1000
EX	1500
SP	2000

Full Synchro counterattack opportunity!

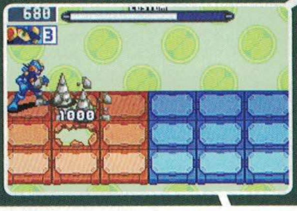
GroundMan's great strength lies in a combo of wide-range attacks and panel-destroying moves. He also has SprArmor, meaning you can't knock him out of his moves. Because of thise, a combo of AirShoes and Invisibl Chips are a good thing. Unless you've come back to this after a visit to the Underground, you won't have the AirShoes Program, so consider using Tengu Cross instead.



Got MachGuns and Sensors? Good. Use them. GroundMan doesn't respond well to Cursor attacks, plus the MachGun series' auto-targeting and multi-hit does some nice extra damage. The more tricky-to-use Magnum and CircGun Chips can do some heavy-duty damage too! Once he's down, you get the GrndMan G Mega Chip!



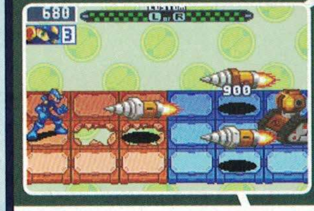
Ground Upper



NORMAL: 60
EX: 100
SP: 150

Watch for a single flashing panel beneath your feet and move fast, GroundMan's about to punch up through the floor. Be fast on the attack and you can score a Counter Hit by striking the drills as they come up!

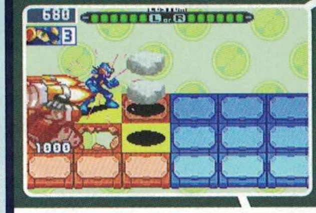
Drill Attacker



NORMAL: 90
EX: 150
SP: 230

GroundMan sends his three main drills flying across the area, one per row. While you can (maybe) sidestep through a gap in the attack, note that his HP is visible under the drill that was his head. This part of GroundMan is still vulnerable to taking damage, but unfortunately, blasting it won't stop its charge!

Rock Crush Breaker



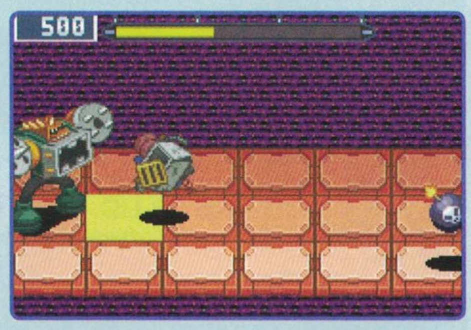
NORMAL: 120
EX: 200
SP: 300

GroundMan rushes forward across the row in a powerful charge move that even crosses holes. Once he hits the left edge, he drops rubble into your field; at normal setting, he drops three sets of two blocks, EX drops three sets of three, and SP sets four sets of three. Watch the flashing panels. As soon as the rocks hit the floor, they are effectively gone, letting you step into that panel to avoid other rocks. The rocks do half the damage of the charge move.

Cybeast Falzar Story – DustMan

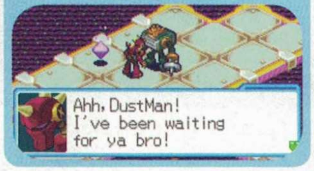
Mr. Press is all about the recycling! Take DustMan into Undernet 2 and find the junk trading Navis.

Your job at each trader is to suck up the recyclable garbage with the A Button, and crush the explosive bombs and missiles with the B Button. Move up and down each row to line up and make your move. Press the buttons as the target approaches the panel ahead of DustMan. Fill up the junk meter before DustMan's HP dips, but this shouldn't be a problem. If the choice comes between sucking up a piece of trash or crushing an explosive, choose the explosive.

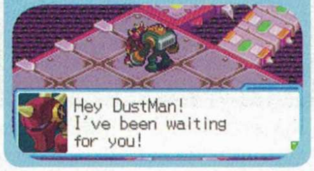


Junk Trader Chart

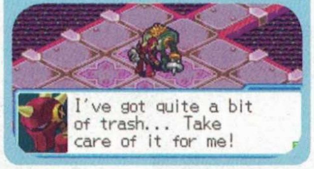
Undernet 2 Upper Area: Trader #1


Ahh, DustMan!
I've been waiting
for ya bro!

Undernet 2 Lower Area: Trader #2


Hey DustMan!
I've been waiting
for you!

Undernet 1: Trader #3


I've got quite a bit
of trash... Take
care of it for me!

ENGAGING NETBATTLE

DUSTMAN.EXE

OPERATOR: MR. PRESS

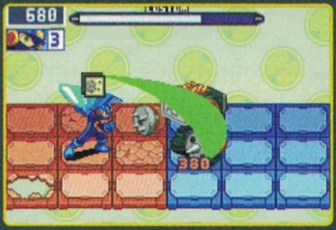
Element: Break

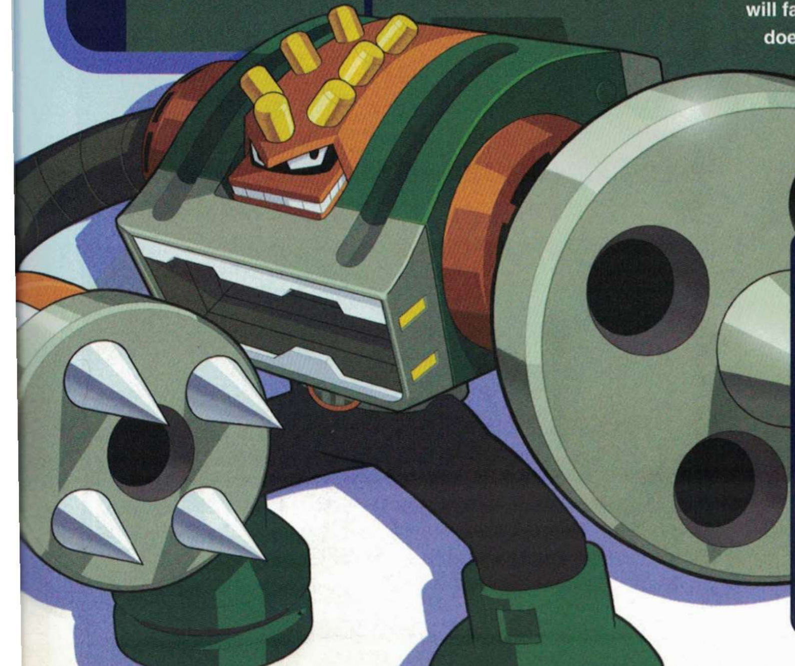
Normal	900
EX	1300
SP	1800

Fighting DustMan is not too dissimilar from fighting GroundMan; both make holes in the field so AirShoes is appropriate, and both take double-damage from Cursor attacks. But DustMan is a fair bit more low-key than GroundMan, and his attacks aren't quite so broad. Remember that he has SprArmor installed, so you can't shock him out of any of his attacks.

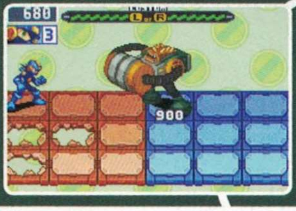
Full Synchro counterattack opportunity!

There's really not much strategy to beating DustMan that wasn't part of the last fight. With AirShoes installed, you can stay in the back row pretty safely, giving you that extra time to react to his attacks. Just pelt him from a distance, closing the gap only when necessary, and he will fall in due order. When he does, you get the DustMan D Mega Chip!





Dust Break



NORMAL: 100

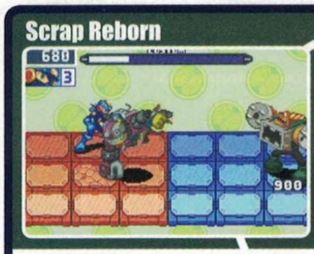
EX: 150

SP: 200

Occasionally, DustMan tries to pull you in with a Fan move similar to a VaccumFan. If you stay in the panel, he crushes you between his drum-arms. However, there's a gap between the time the fan effect stops and the start of his crushing move. Keep holding left on the control pad to stay out of his reach!

Jack In
Download

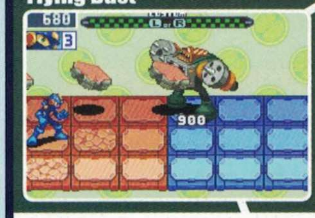
Scrap Reborn



NORMAL: 50
EX: 80
SP: 110

You should know this move well by now. DustMan fires a scrap-critter that targets your current panel, hitting it and cracking it. It's not too fast, so avoiding the punch isn't a problem, the hole it leaves might be without AirShoes installed.

Flying Dust



NORMAL: 30
EX: 50
SP: 70

DustMan heads for the leftmost column of his field, and fires a trio of slabs across the row. This is a multi-hit move; if one slab hits you, they all hit you.

Now that you've got all your Link Navis and Crosses, it's time to return to your hometown and see the gang. Take the LevBus to ACDC Town!

Once you're in ACDC, take the time to talk to everybody in town. Be sure to check out Dex's front door to get an **HP Memry**, and Jack In to the dog house in front of Lan's old place to get the **HP+300 white Customizer Program** and a **GoingRd * Chip**! Once you've talked to everyone, Jack In to the squirrel statue to reach the ACDC HomePage. Talk to Roll, who's looking for a lost Mr. Prog.

I think he might be lost, so...

Explore ACDC Area, picking up everything you can reach. Take the warp in the center to find a locked gate with a Mr. Prog behind it. Some prankster's locked it out...and we know who ACDC's prankster is, don't we? Head to Dex's space on the net and examine the chess piece to find the **ACDCKeyDt** that lets the Mr. Prog in, and lets you get to Central Area 3. The Prog gives you the **AreaPass** for you to give to Roll. When you are done there, head to Yai's space to meet up with everyone.

MegaMan got:
"ACDCKyDt"!!

BlastMan and DiveMan are back and they've got your friends! Take the newly-opened path to the south, which ultimately takes you to Central Area 3. From there, swing through Sky Area and make your way to Undernet 2. BlastMan and DiveMan are waiting for you on the uppermost level, and in their EX forms and you have to take them on one after the other!

Show us some guts if you want us to let them go! Awooga!

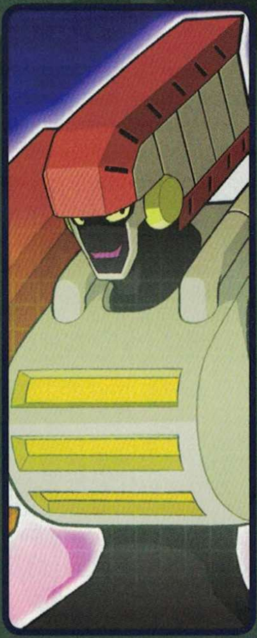
ENGAGING NETBATTLE

BLASTMAN.EXE

Element: Fire

HP: 800

ATTACK	DAMAGE
Blast Fire	80
Air Bomber	50
Blast Hurricane	50



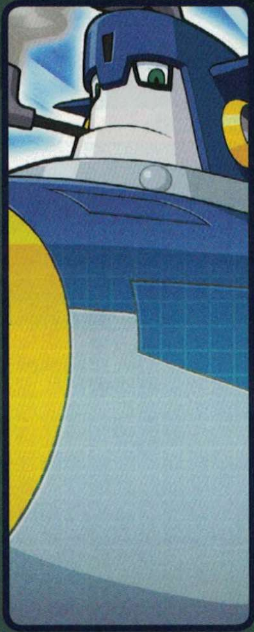
ENGAGING NETBATTLE

DIVEMAN.EXE

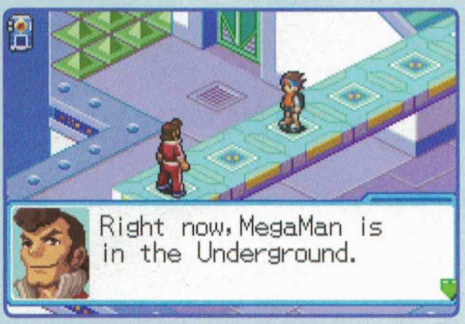
Element: Aqua

HP: 1000

ATTACK	DAMAGE
Dive Missile	20
Dive Bomb	40
Giga Wave	60



Once again, MegaMan is out of the picture, so head home. After you get the call from Mick, head to Seaside Town, where a CopyBot MegaMan is running amok! After the confrontation, read your new email, and head to Sky Town for a serious talk with Mr. Mach at the "jump off" point. MegaMan's in the Underground, so pick a Link Navi and head to Central 3. Talk to the orange Navi at the west edge of the pit to find out how to get through the pit's barrier.

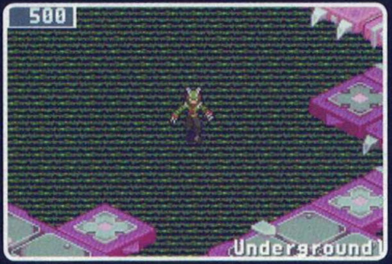


Right now, MegaMan is in the Underground.

Jack Out and head to Cyber Academy, go through the teacher's room to the door in the back. This leads to the principal's office on the upper level. A Security Bot is blocking the door. Thankfully back on the ground floor, a scourge of Security Bots is waiting. One distraction later, head up through the door! Following the history lesson and the arrival of Chaud, grab the Link Navi of your choice, then return to Central Area 3 and into the Underground!

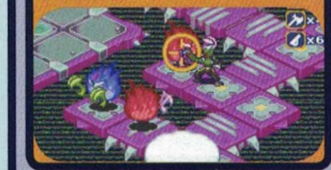
If I do anything bad, they'll come running!

Talk to the Navi next to the teleporter back to Central 3 to get a new batch of Soul Weapons. Again, you don't have to worry about random encounters while you're ghost-busting. Once you've cleared the area of Spirits, be sure to have a pair of Unlocker SubChips to get the CircGun P Chip to the north of the warp, and the valuable AirShoes white Customizer Program from the invisible road near the exit to Underground 2.

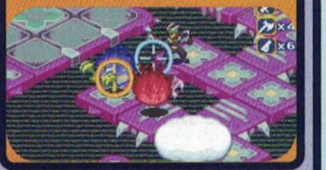


Underground 1 Evil Spirits Chart

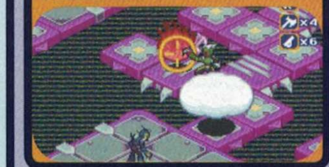
SoulKnife



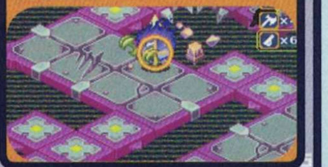
SoulSword



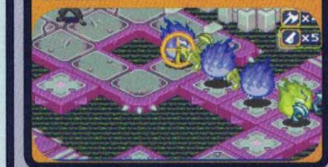
SoulKnife



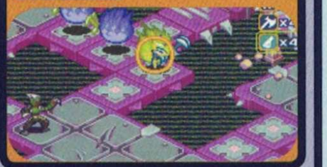
SoulGun



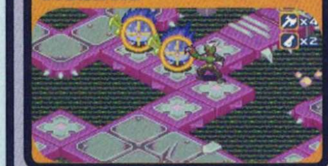
SoulGun



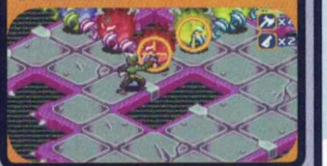
SoulGun x2



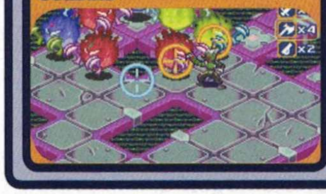
SoulSword



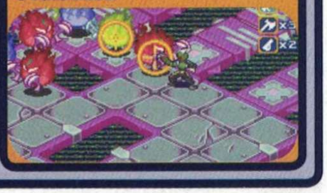
SoulSword



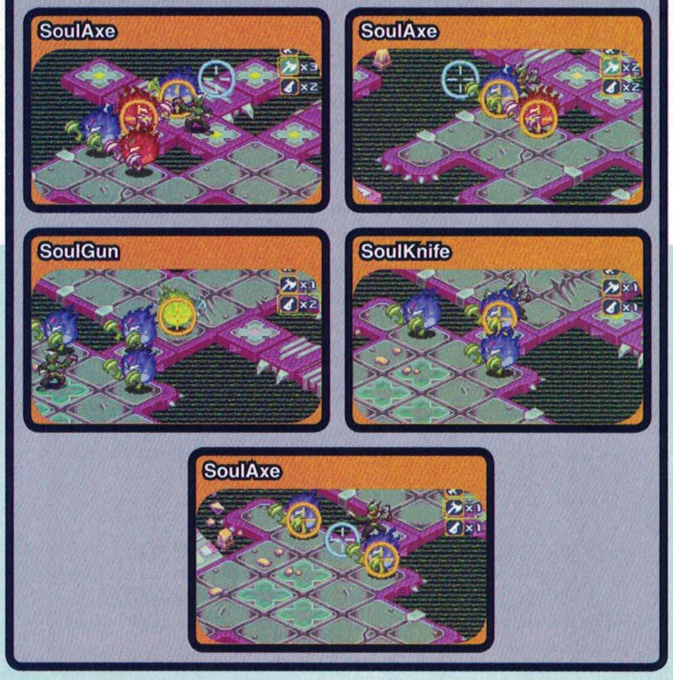
SoulAxe



SoulSword

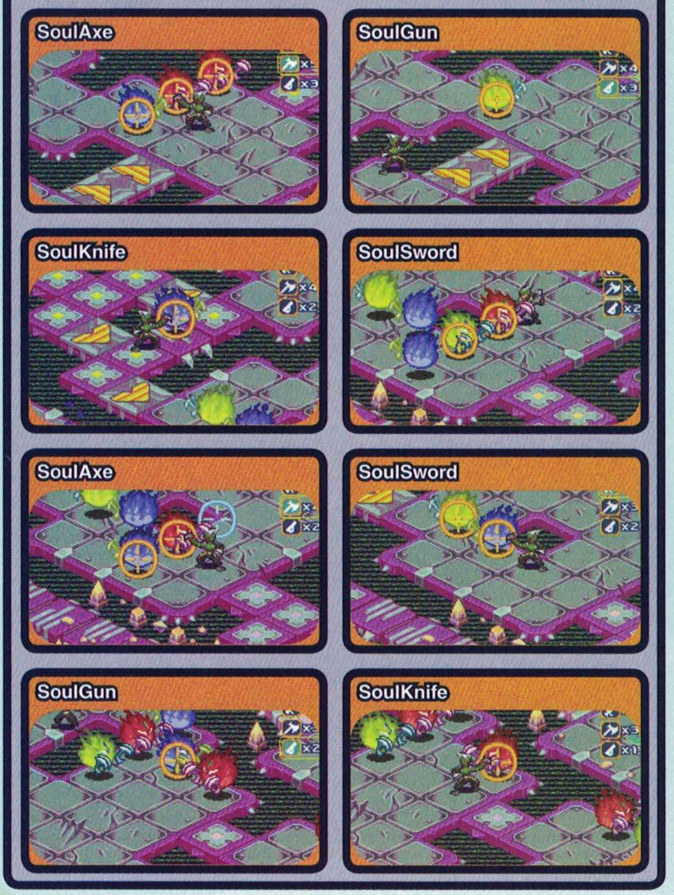


Underground 1 Evil Spirits Chart

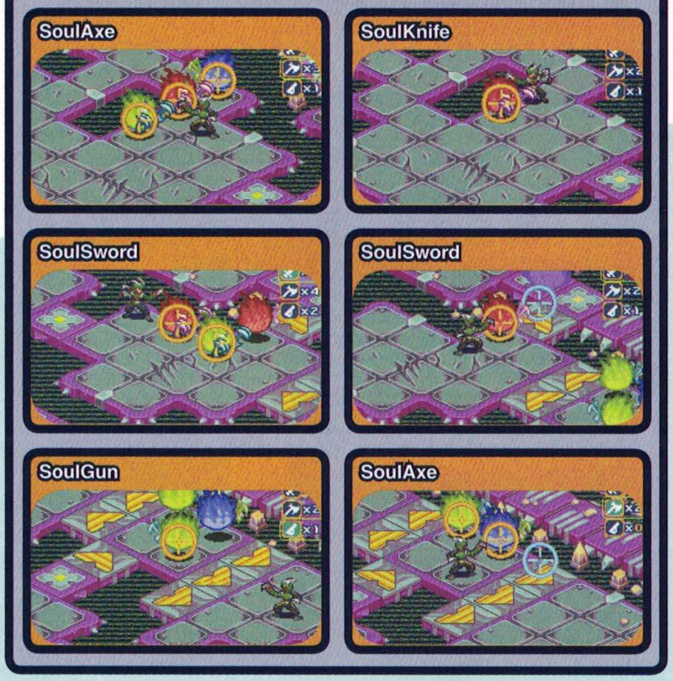

SoulAxe
SoulAxe
SoulGun
SoulKnife
SoulAxe

The second Underground section has even more evil Spirits. There's an **HP Memry** in the area, but your Link Navi can't claim it, so come back later once MegaMan is restored.

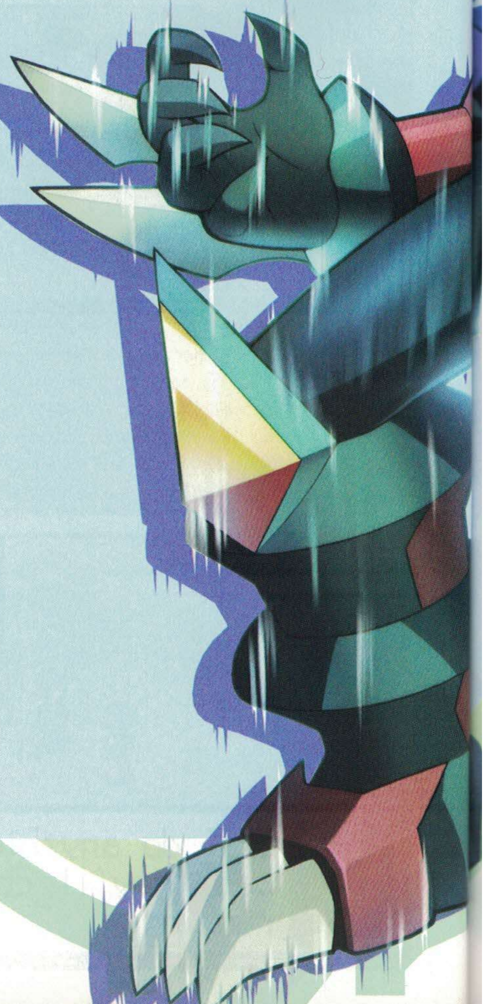
Underground 2 Evil Spirits Chart


SoulAxe
SoulGun
SoulKnife
SoulSword
SoulAxe
SoulSword
SoulGun
SoulKnife

Underground 2 Evil Spirits Chart


SoulAxe
SoulKnife
SoulSword
SoulSword
SoulGun
SoulAxe

With the way clear, you can now follow MegaMan to the final area. You have no choice this time but to fight!



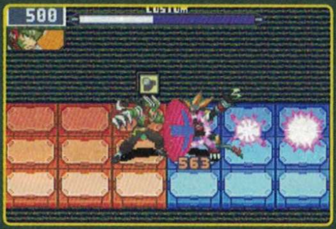
GBEAST MEGAMAN.EXE

OPERATOR: NONE

Element: Null
■

Normal	900
SP	1800

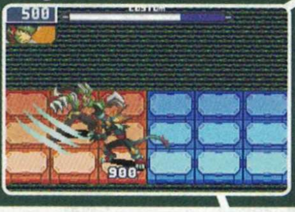
Gregar-Beast MegaMan is vicious, but frankly, you've faced nastier bosses. At least most of MegaMan's attacks come one at a time, and have ranges that aren't too hard to dodge. Speed is really the big advantage he's got here, so if you can stay nimble, you shouldn't do too badly.



Without an Element to exploit, you're left with other options. Since MegaMan likes to get right in your face to attack, try beating him to the punch with close-in attacks like Swords! He moves within his area five times and then attacks, so be ready; as soon as you see him pop into your area, let loose with a slash.

Full Synchro counterattack opportunity!

Gregar Claw

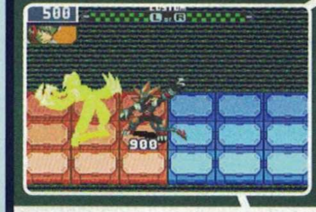


NORMAL: 60

SP: 240

His most common move, MegaMan leaps into the panel directly ahead of you and slices twice, with a LongSwrd-range attack and a WideSwrd-range. Step up or down as soon as you see him jump at you, then move sideways or hit him with an attack!

BeastBuster - Claw



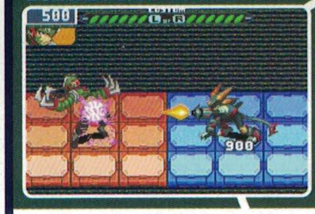
NORMAL: 30

SP: 120

The first part of a two-part attack, this move is just like the first half of the Gregar Claw, slicing at you with a LongSwrd-style attack. However, if this move connects, your Navi is stunned and left vulnerable to the second part of the attack, the Buster!

Jack In
Download

Beast Buster - Buster

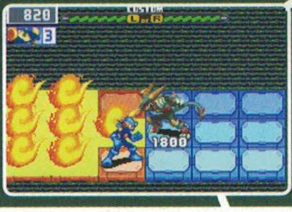


NORMAL: 18x5

SP: 18x20

If your Navi is stunned, MegaMan follows up by pelting it with Buster shots. There's very little to be done about this move, so just stay on your toes to avoid the setup. This move is only done as a follow-up to your Navi's attunement.

Beast Breath

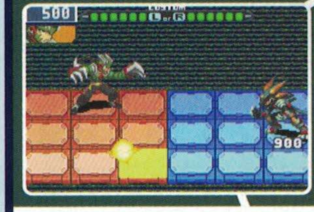


NORMAL: N/A

SP: 300

GBeast MegaMan only uses this attack in his more powerful SP incarnation. It has the same range as the Heat Beast's Great Fire attack. It is very dangerous, leaving you little room to run, so get to an adjacent diagonal panel fast!

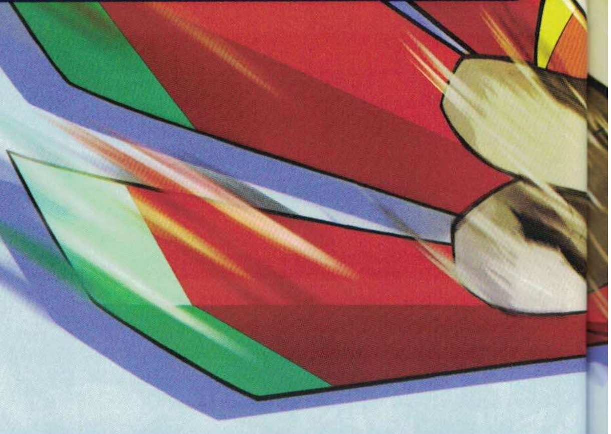
Thunder Ball



NORMAL: 30

SP: 120

You should know this attack well, because it behaves exactly like the Thunder Chip. Keep out of its way or you're stunned and vulnerable to the Buster attack! You can also place an obstacle in its path to stop the Thunder Ball.



ENGAGING NETBATTLE

FBEAST MEGAMAN.EXE

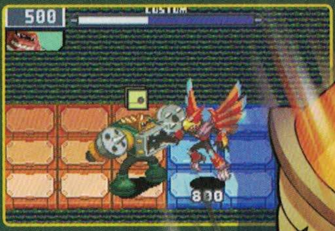
OPERATOR: NONE

Element: Null

Normal	800
SP	1600

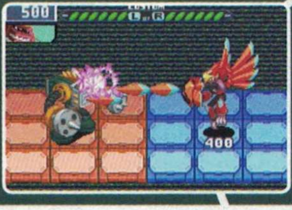
Full Synchro counterattack opportunity!

Falzar-Beast MegaMan is vicious. Most of MegaMan's attacks come one at a time, and aren't too hard to dodge. Speed is really the big advantage he's got here. Stay nimble. A Link Navi with SprArmor installed is a very good idea for this bout.



Without an Element to exploit, you're left with other options. Since MegaMan likes to get right in your face to attack, try beating him to the punch with close-in attacks like the Swords! He moves within his area five times and then attacks, so be ready; as soon as you see him.

Falzar Shoot - Shoot

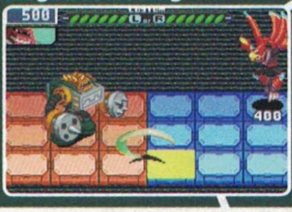


NORMAL: 30x3

SP: 30x12

If your Navi is stunned, MegaMan follows up by pelting it with Buster shots. There's very little to be done about this move, so just stay on your toes to avoid the setup! This move is *only* done as a follow-up to your Navi's incapacitation.

Mega Boomerang

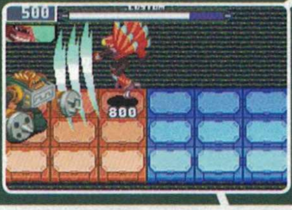


NORMAL: 40

SP: 160

This Wood-Element attack behaves almost exactly like the Boomer series Chips, sweeping thought the outer edge of your area. The only difference is that it doesn't leave Grass panels in its wake.

Falzar Claw

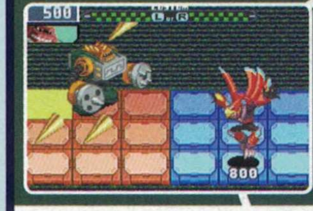


NORMAL: 40

SP: 160

His most common move, MegaMan leaps into the panel directly ahead of you and slices twice, first with a LongSwrd-range attack and a WideSwrd-range. Step up or down as soon as you see him jump at you, then move sideways or hit him with an attack!

Aqua Needle

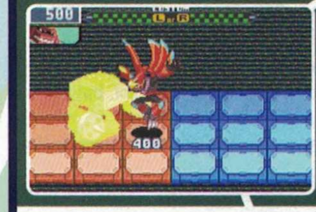


NORMAL: 20

SP: 80

Just like the AquaNdl series Chips, this attack quickly targets the panel you're on and two others, and drops Aqua-Element spikes down on them fast. Move fast to dodge.

Falzar Shoot - Claw

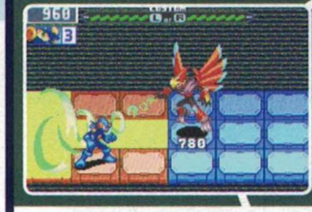


NORMAL: 20

SP: 80

The first part of a two-part attack, this move is just like the first half of the Falzar Claw, slicing at you with a LongSwrd-style attack. However, if this move connects, your Navi is stunned and left vulnerable to the second part of the attack, the Shoot!

Hawk Storm



NORMAL: N/A

SP: 240

FBeast MegaMan only uses this attack in his more powerful SP incarnation. He creates a three-panel-long tornado that ends in a three-panel-wide attack, making a large T-shape.

It's not over! MegaMan is back, but just in time to deal with Colonel. Maybe now you'll get some answers.

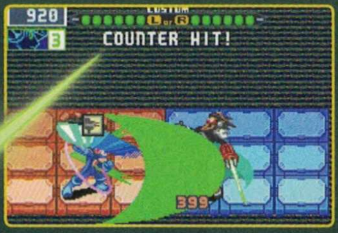
COLONEL.EXE

OPERATOR: BARYL

Naturally, Colonel is one tough cookie. He attacks from unconventional angles, he's fast, and his attacks are geared towards setting you up for his primary attack, the Screen Divide!

Element: Null

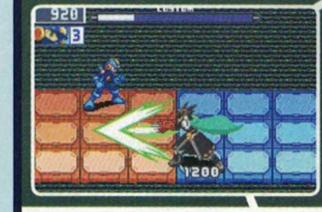
Normal	1200
EX	1600
SP	2000
RV	2600



Full Synchro counterattack opportunity!

AntiSwrd Chips are quite nice here, since his Screen Divide is a Sword-style move. Along those lines, your own Sword-type attacks are a good choice, since Colonel has to be in the left column to perform the Screen Divide, and both slashes leave him vulnerable to LongSwrds and WideSwrds!

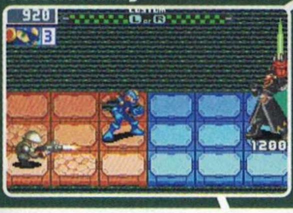
Screen Divide



NORMAL: 80
EX: 120
SP: 190
RV: 300

Colonel creates a three-panel slash, usually in a V-shape, but if you're in the back row he uses a straight diagonal. Colonel must be in the upper-left or lower-left panel of his field to perform the attack, so you at least know where he must be do attack. Watch the flashes and step lively!

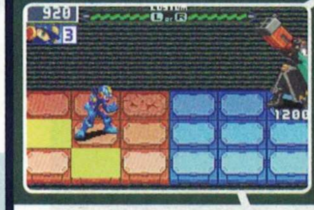
Colonel Army



NORMAL: 3x30
EX: 3x50
SP: 3x70
RV: 3x70

Colonel summons a machinegun drone in your row, which attacks with a three-hit Vulcan-style attack. This drone can even appear behind you! Colonel doesn't move while the drone is out, so take the chance to hit him! The drone has a mere 10HP, so if you're fast you can take it out before it attacks! This move is simple to avoid for the most point, but its main purpose is to put you into the range of his Screen Divide!

Induct Missile



NORMAL: 50

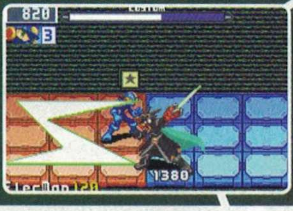
EX: 80

SP: 130

RV: 210

This fairly straightforward attack launches missiles into the air, which then fall onto your field. The panels the missiles land on become cracked. Normal Colonel only fires two missiles, the EX/SP versions fire three, and RV fires four!

Neo Screen Divide



NORMAL: N/A

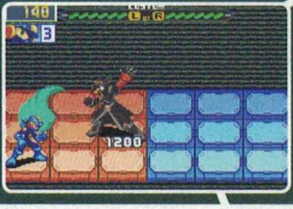
EX: 150

SP: 240

RV: 380

Only the higher-level version of Colonel uses this move. It's similar to the Screen Divide, only this move hits *seven* panels with a Z-shaped slash!

Aspire Break



NORMAL: 150

EX: 220

SP: 350

RV: 550

Colonel only uses this move as a finisher; once your HP dips lower than the amount of damage the move inflicts! He hurls his cape Be sure to have the UnderSht Customizer Program installed to save your hide in case you can't move in time!

2.7

BECOME A ROBOT

Those three ex-WWW are back, and now they have Iris! And Dr. Wily's plans continue even without Colonel and Baryl…

SIDE STUFF!

If you've beaten the EX forms of your first three Link Navis, when you challenge them now you face their SP versions! Beat them with a good score, and the SP versions of their Mega Chips are yours! The last two Link Navis have upgraded to EX by this point, so have at them too.

Now is the time to become a coffee fiend, buy coffee at the NetCafes in Central Area 1, Green Area 2 and Sky Area 1. Keep buying those 10-Zenny cups, listening to each server's advice. Once you've heard all the available advice (they add a new piece per Chapter), they reward your frequent purchases with prizes! In Central you can get a lotto number for an Unlocker SubChip as part of their advice, and the BugStop yellow Customizer Program as the frequent-purchase prize! Green Area gives you a Compression Command for the OilBody Program and an AntiSwrd * Chip. And in Sky Area, you can get a lotto number for the TimeBom3 M Chip, and a tasty HP Memry!

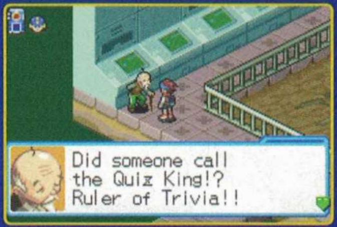
We have to take care of our best customers...

A man in Green Town's court foyer is looking for a HolyPanl S Chip. You likely won't have one of these until you hit the Pavilion Comp 2, but once you do, this scientist forks over a TimeBom3 NChip!

If you go to Sky Town and check out Mr. Weather's room, a man there has the ExptFldr to replace your un-alterable sub-Folder. If you're missing some Chips from your Library, this can help!

but do you have a "HolyPanl S" chip?

At the roots of the Judge Tree, an old man awaits. This is the Quiz King, and he's got some questions for you! Answer his fifteen questions for the QuizData, which if checked out in the Key Items menu gives a hint for the lotto number that nets you the SpinRed for your Navi Customizer!



Did someone call the Quiz King!? Ruler of Trivia!!

A man in ACDC Town has some Viruses for you! Clear them out, and he gives you a Compression Command for the Collect Customizer Program!

Hehehehe... You up for it?

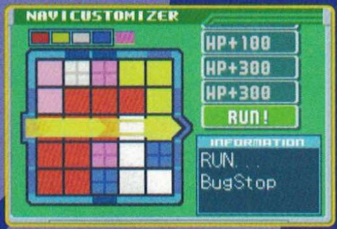
Virus Battle: HeadyE, KettleSP, KllrEyeSP

On the ACDC HP, a Navi is looking for a BigBomb O Chip, which you should have gotten in trade last chapter. In exchange you get the awesome JustcOne J Chip! This is the *only* way you can get this Chip outside of getting really lucky at the BugFrag Trader machine!

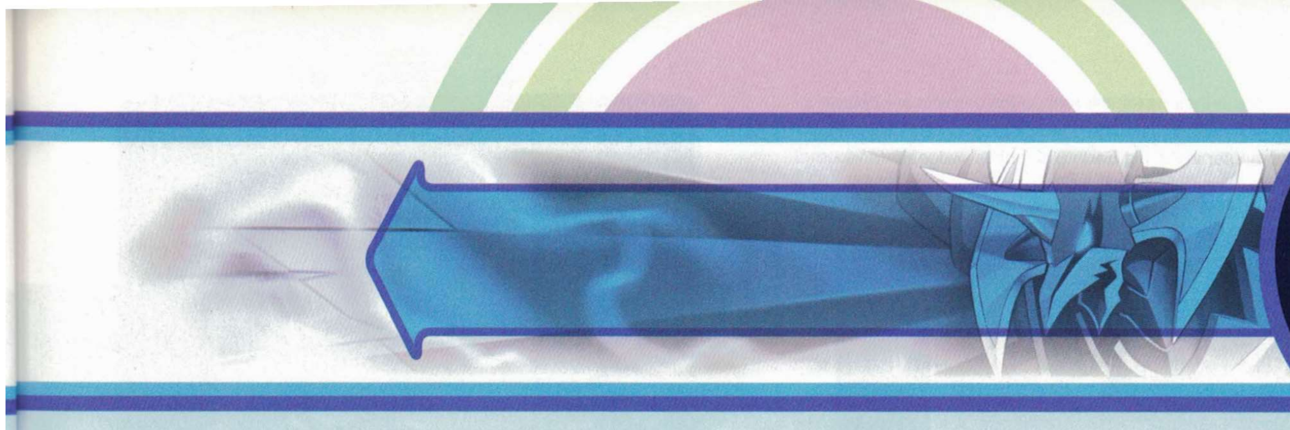
"BigBomb" sure is a cool name for a chip!

NAVI CUSTOMIZER

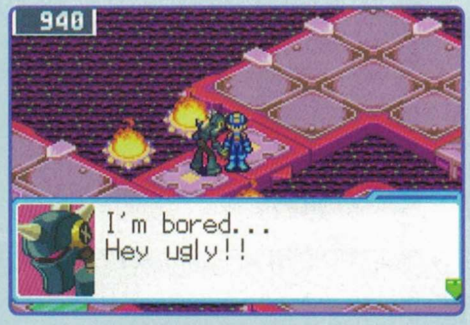
Once you have the BugStop Customizer Program, you can really exploit your Navi Customizer! As long as the BugStop is crossing the Command Line, you can break all of the programming rules and have no ill effects…the most beneficial being that you can now place Program Blocks so they extend to the space *outside* the normal Grid without bugs! That's *twenty more spaces* for you to put Program Blocks into as long as at least *one* block of the Program is inside! Take advantage of this.



RUN. . .
BugStop



Lan needs clues to Iris' whereabouts, and if there's any place on the net for clues, it's the Undernet BBS at the top level of Undernet 2. Unfortunately, your route to the board is blocked by several nasty Navis who attack with vicious Viruses. There are five battles in all.



I'm bored...
Hey ugly!!

Virus Battle #1: MettaurSP x3

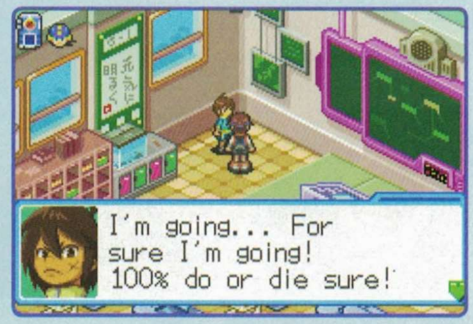
Virus Battle #2: ArmadilSP, KllrEyeSP

Virus Battle #3: PuffySP x2, PlsBulbSP

Virus Battle #4: HnyBmbrSP x2, KettleDX

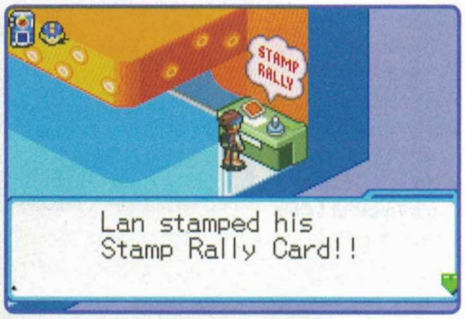
Virus Battle #5: OldStovSP, QuakerSP x2

One board-check later, you know where Iris is; Sky Town! Head down to the heliport, where bad things are going down. Once Iris is saved, you're back in class. Head to Central Town's park to meet up with Tab and Mick, then go home. You get an email about the Expo and you have to let your friends know! Talk to Mick in the corner of the classroom, Iris in the Foyer Hall, and Tab at AsterLand. Next, head home and hop online. Make your way to ACDC Area, and talk to ProtoMan, Roll, Glide and GutsMan. With that done, head to bed!



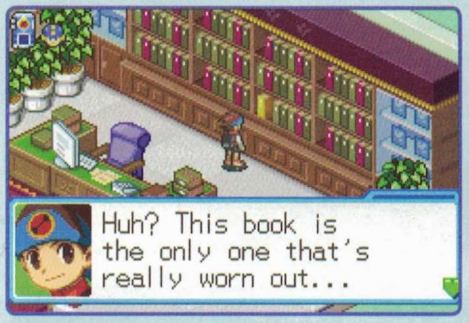
I'm going... For
sure I'm going!
100% do or die sure!

The next morning, talk to your Mom in the kitchen, then meet everyone at the park. The Expo is now open to you. Get your **StampCrd** from the CopyBot Navi, and check out each Pavilion to get a stamp! While you're exploring, Jack In to the CopyBot mascot statue to get a **RegUp1** and an **M-Cannon * Chip**! In the Seaside Hall, check the waterfall Mick's waiting near to get a **RegUp2**. The Green Hall hides a lotto number for an **Untrap SubChip** along the southern display.



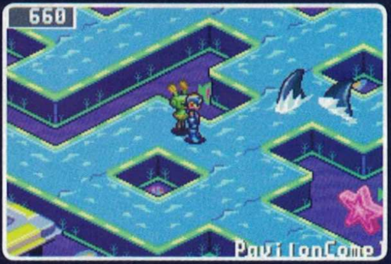
Lan stamped his
Stamp Rally Card!!

Once you have all your stamps, it's time to enter the Central Pavilion, where things go very, very bad. Lan ends up back at Cyber Academy, which is crawling with Navi-inhabited CopyBots. Make your way to the Principal's room, avoiding the CopyBots unless you really want to fight SP Viruses for no reward. Jack In to the computer on the desk to grab an **HP+400 white Customizer Program** and an **HP Memry**, then check the bookshelf on the wall behind the desk... secret entrance!



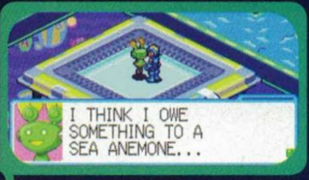
Huh? This book is
the only one that's
really worn out...

The entrance leads to the upper level of the Seaside hall, and in order to continue on, you need to enter the control panel to the north and return the Mr. Progs to their proper tanks while dodging sharkies, just like you did back in the Aquarium! Be sure to grab the mighty Spreadr3 * Chip and the Recov200 Z Chip in this system!



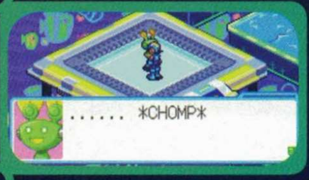
AQUARUMCOMP 3 MR. PROGS

Clown Fish CompTank (right)



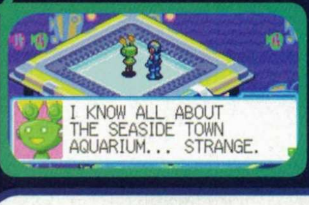
I THINK I OWE
SOMETHING TO A
SEA ANEMONE...

Shark CompTank (center)



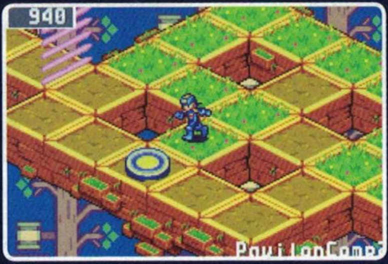
...... *CHOMP*

Aquarium Director CompTank (left)



I KNOW ALL ABOUT
THE SEASIDE TOWN
AQUARIUM... STRANGE.

Once all the Mr. Progs are in their tanks, the path to the controls are open, and Lan can continue on. He ends up in the Green Hall, and can't progress without clearing the computer in the big Earth globe of its JudgeMan infestation!



You guessed it; this system behaves just like the Judge Tree, forcing you to take a path that does not loop in on itself while hitting all the buttons to open up the gates ahead! (And like the Judge Tree system, you don't have to worry about that once you've cleared JudgeMan out of it.) There's a RegUp2 and a GunDelS2 E Chip inside!

ENGAGING NETBATTLE

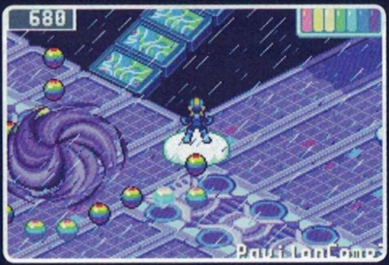
JUDGEMAN.EXE

Element: Null

HP: 1100

ATTACK	DAMAGE
Bind Chain	50
Arrest Book	50
Strange Shield - Punch	100
Strange Shield - Bubble	50
Strange Shield - Burner	100

Now it's the Sky Hall, then another system crawl to open the path ahead and another fight with an EX Navi!



You should know what's coming up. Pick up all seven pieces of rainbow from the upper level, and use the power to surround and destroy the storm viruses. Once the doorway is clear, you're free to pummel ElementMan! Snag the HP Memry and the Attack+1 blue Customizer Program on the way!

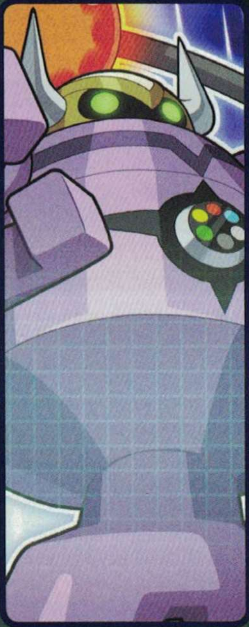
ENGAGING NETBATTLE

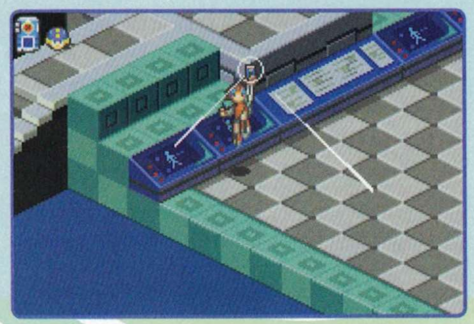
ELEMENTMAN.EXE

Element: Variable

HP: 1300

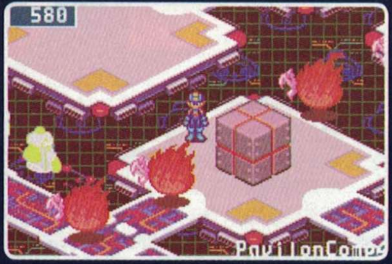
ATTACK	DAMAGE
Downburst	100
Tallest Tree	50
Meteorite	90
Lightning Drive	100
Diamond Dust	50



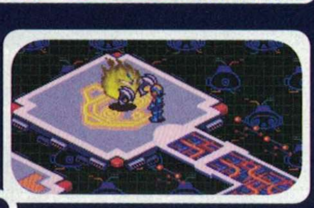


You now can wander freely again. Avoid the CopyBot Navis wandering around and make whatever preparations you like. Head back to the Central Pavilion through the front door and Jack In to the monitors on the left to gain a **TrplShot * Chip** before you go too much further! Return to the Sky Hall and follow the trio!

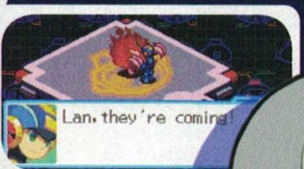
The boss is different, but the obstacle course is just as it was in Cyber Academy's RobCtrl Comp; get behind a steel cube to avoid the firestorms. But instead of Mr. Progs, you need to find the three Evil Spirits in the area and face the Viruses they unleash! Once they're gone, it's time to take down that horrible CircusMan!



DarkMech, SnakeArm x2

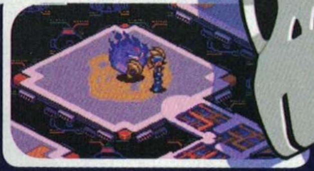


HntdCdlSP, MettaurSP, Swordy2



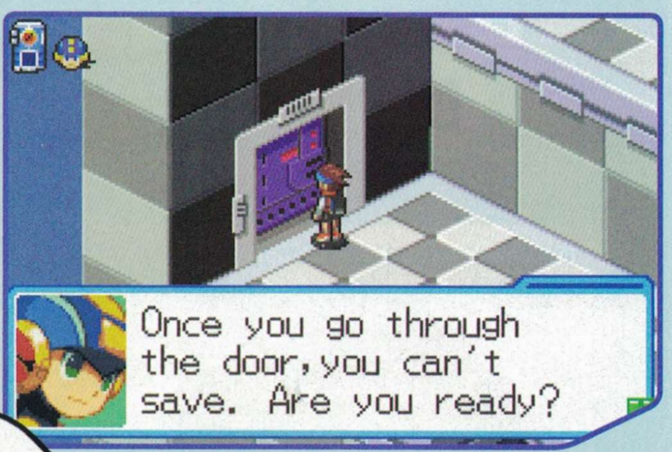
Lan, they're coming!

ErthDrgn, MettaurSP x2



Beyond this door lies the Cybeast. If you enter, you can't go back! So before you enter, make sure you have everything you want! You're free to roam throughout the world, so do so. Buy up **HP Memry**, pick up some more Chips, and generally prepare for the worst. Be sure to head home and talk to Mayl, who gives you the **Roll3 R Mega Chip**! (A great many items can't be had until you beat the Cybeast and re-load your game.)

Once you're ready, proceed into Wily's lair! From there, it's a short trek into the huge CopyBot, and the showdown with the Cybeast that inhabited MegaMan's data-frame!



Once you go through the door, you can't save. Are you ready?

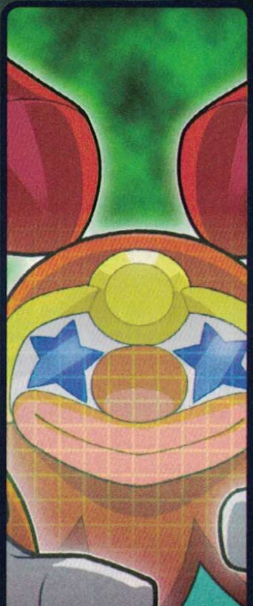
ENGAGING NETBATTLE

CIRCUSMAN.EXE

Element: Null

HP: 1200

ATTACK	DAMAGE
Happy Clap	50
Fire Ring	50
Gloom Cage	5x30



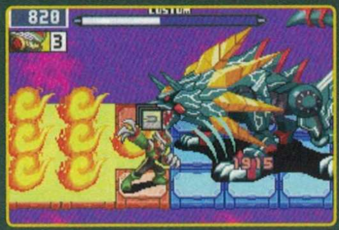
GREGAR

OPERATOR: NONE

Element: Null	Normal	2500

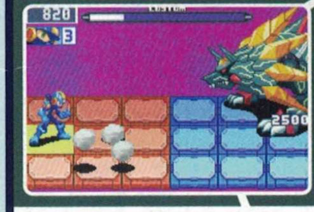
Full Synchro counterattack opportunity!

For something so huge, Gregar is incredibly *fast*. His attacks come relentlessly, and he really doesn't leave himself open for long. Since his primary means of moving is to leap high above the playing field and since none of Gregar's moves involve changing the condition of your panels, don't bother keeping AirShoes or FlotShoe in your Customizer. You're better off plugging in some heavy HP add-ons and SprArmor! About the only panel-altering Chips you should bother using are the GrasSeed and IceSeed (and only if you have plenty of Fire or Elec Chips to exploit the Element bonus) or the HolyPanl/Snctuary Chips, since Gregar can't destroy them, meaning he only does half damage to you!



While Gregar takes up only one row (watch the location of his HP counter to judge which row to attack), he effectively takes up two panels in that row. Even if the HP counter is in the center column of his area, if you hit the panel to the left of it, the attack connects! Since being directly in front of Gregar is a sure-fire way to get pounded, you need as many Chips as possible that hit multiple panels or auto-target. Several Invisibl Chips certainly don't hurt. He actually follows something close to a pattern (two Beast Pressures then one other attack) which gives you a slight edge. Slash Cross is useful, since not only does it amplify any Swords you use, but its Charge attack is the only wide-effect one of the Crosses available to you! Good luck!

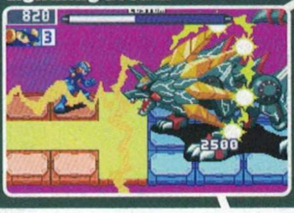
Beast Pressure



NORMAL: 180

Gregar's most common move is to leap high in the air then come crashing down, dropping a pair of rocks into your field. One of those rocks is always focused on your current panel, so keep moving. He performs this move twice, then brings out one of his other attacks. When his HP gets low, Gregar occasionally changes this move up by roaring, then charging across the row! Once he hits the far edge, he drops a bunch of rocks on your head, forcing you to keep moving. Despite his size, he only attacks a single row, thankfully.

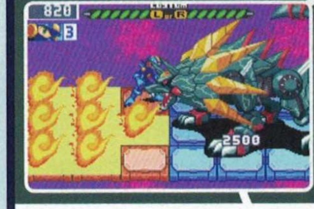
Lightning Breath



NORMAL: 100

Watch for Gregar's mane to start sparking. When it does, he's about to unleash a bolt of Electric energy that consumes your entire right column and blasts across the row. Sidestep fast! He's immobile during this attack, so hit him with anything you have! If you're super-fast, he's vulnerable to Counters for a *very* brief moment at the start of his attack, but hitting him without an auto-targeting move is tricky!

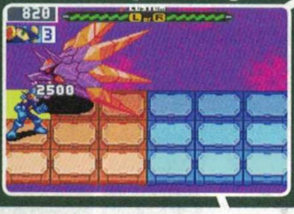
Burning Breath



NORMAL: 100

There's not much more warning to this attack than the flash of your panels. Get to the upper or lower-right corner *fast*, as Gregar's about to unleash a massive wall of fire! He doesn't move during this attack, letting you attack freely. If you're fast, he's vulnerable to Counters for a *very* brief moment at the beginning of the attack!

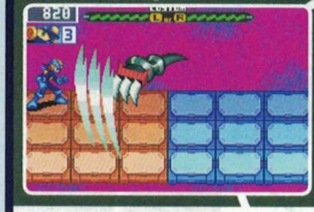
Beast Out Impact - Fang



NORMAL: 100

After the Beast Out Impact Claw, Gregar sends his great big head screaming diagonally down onto the panel you occupy. *Always* move vertically to dodge; even though only the panel you were on is flashing, Gregar swoops low enough to hit you should you try to dodge by moving forward! Since it's his noggin he still takes damage should you attack it, but it's best to do this with a wide attack from the row above or below him.

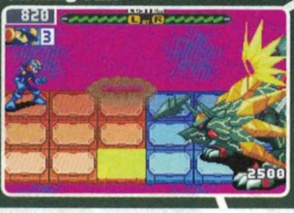
Beast Out Impact - Claw



NORMAL: 60

This two-stage attack effectively has the range of DiveMan's Giga Wave attack, cutting instantly through your right two columns. To make matters worse, each hit destroys any Chips you have waiting to be used! The sheer speed of the attack leaves you very little time to react. If you're in the middle column, you have a brief second to backstep while the first claw tears up the rightmost column. Gregar always follows this attack up with the Beast Out Impact-Fang.

Gatling Tail



NORMAL: 70

Gregar fires off his tail-tip repeatedly, pounding the column you're in at the start of the attack. It can be hard to distinguish this from the Beast Pressure rock-drop at first, so always move horizontally when you see the single panel-flash. Once he starts firing, the shots do not leave that column, making life a bit easier for you. He fires nine times in all, so try to keep track.

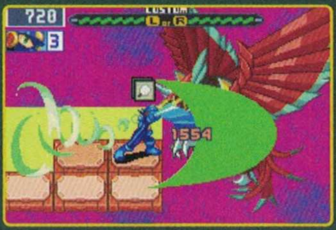
FALZAR

OPERATOR: NONE

Element: Null	Normal	2000

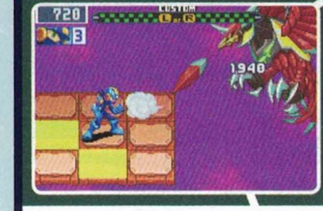
Full Synchro counterattack opportunity!

Judging where to attack Falzar can be tricky since the lack of flooring on his side means it's harder to judge just where to strike. Obviously, most panel-altering Chips are useless in this bout, as are any attack Chips that need to hit the floor to be effective. Since none of Falzar's moves involve changing the condition of your panels, don't bother keeping AirShoes or FlotShoe in your Customizer. You're better off plugging in some heavy HP add-ons and SprArmor! HolyPanl and Snctuary Chips can be *very* nice here, since Falzar can't destroy Holy Panels, meaning half-damage for you!



Any attack Chip that auto-targets or has a wide range is prime here. You want to stay away from being immediately in front of him, since that's typically a good way to get an attack right in the kisser. Invisibl Chips are also nice since many of Falzar's move are flat-out hard to dodge. Keep note of the timing; Flazar moves twice, then moves a third time and screeches, signaling he's about to attack! Good luck!

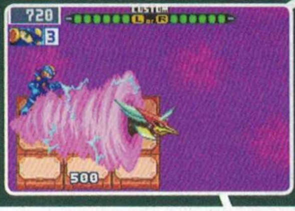
Strike Feather



NORMAL: 80

The strikes from Falzar's feathers aimed directly at you are annoying enough. But to make dodging even more difficult for you, Falzar sends a wind through the area which periodically pushes you backwards. Try to keep moving. He hurls eight feathers into the arena before stopping. These feathers can break through barriers, so watch out! To make things even more annoying, Falzar stays out of attack range all through this move!

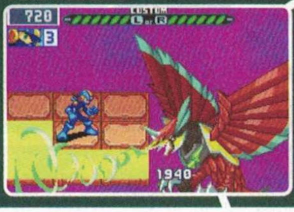
Beast Hurricane



NORMAL: 150

This move only comes out once Falzar's HPs start to dip low. When he vanishes totally from the screen, get to the lower row *fast*! Falzar comes screaming across the top two rows, and follows up by going through the bottom two rows in the opposite direction! Get caught in this, and it destroys your next Chip waiting to be used!

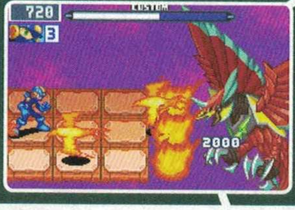
Sonic Wave



NORMAL: 100

Falzar sends a whirlwind across the targeted row, which ends in a three-panel-wide spread. If you're close up, this is not a terribly hard move to dodge, but its speed can prove tricky. Falzar is very vulnerable to attack during this time, so make it count! This attack also crushes barriers. This is the *only* time Falzar is vulnerable to a Counter, and it's only a fraction of a second after he first projects the tornado!

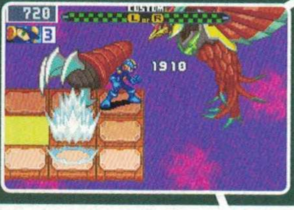
Firebird Breath



NORMAL: 80

Falzar produces three fireballs that unleash a series of eight firebirds that streak across your current row. Sidestepping the firebirds can be tricky… so don't bother! The MegaBuster (if you have the Speed rating upped, at least) is very effective; just stand in place and hit the button repeatedly to fire a string of shots that destroy the birds! Vulcan Chips are doubly nice here, since their splash effect means Falzar takes some damage as well.

Claw Shot



NORMAL: 100

Possibly his quickest move, Falzar drops numerous claws onto the back two columns of your area. You only have a brief moment to run to the front once you see the flash. Even though there's a safe zone during this move, Falzar floats high and out of your attack range for the duration. Be ready to nail him with an auto-aiming attack as soon as the attack stops.

The Cybeasts are deleted! The world is safe! Again! Watch the ending, enjoy the credits, and be sure to check the epilogue! But…*it's not over yet!!!*

3.1

THE END OF THE TOUR

There's a lot more to do that doesn't involve the main story! There are BBS jobs to take, and a lot of new stuff to do after you've beaten the Cybeast!

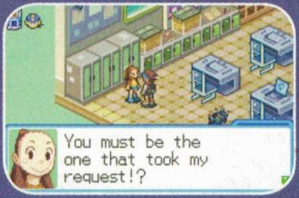
REQUEST BBS JOBS

First available to you in Chapter 3, the Request BBS is a great way to earn some extra prizes by playing a series of mini-missions.

JOB 1 - VIRUS DELETION

Rating: ★

Reward:
10 BugFrags



You must be the one that took my request!?

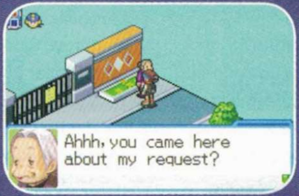
Head to Cyber Academy classroom 6-2 and talk to the young girl there.

Virus Battle #1~4: Mettaur2 x3

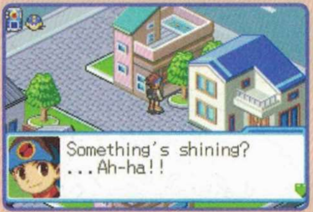
JOB 2 – FIND KEEPSAKE

Rating: ★

Reward:
RegUp2



Ahhh, you came here about my request?



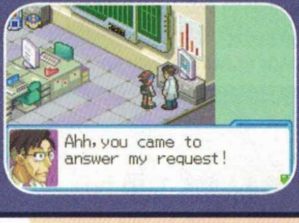
Something's shining? ...Ah-ha!!

Talk to the old lady by Cyber Academy's gate. The tree in question is right next to Lan's house!

JOB 3 – ERRAND REQUEST

Rating: ★

Reward:
RefrncBk (Unlocker SubChip lotto number)



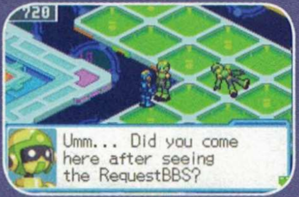
Ahh, you came to answer my request!

A man the corner of the Teacher's Room of Cyber Academy gives you 3000 Zenny to place a pre-order for an action figure. Talk to the red girl-Navi in that computer to place the order.

JOB 4 – FOR VICTORY!

Rating: ★★

Reward:
HP Memry



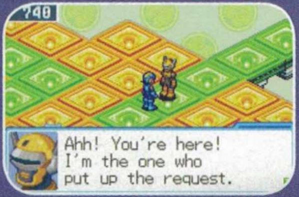
Umm... Did you come here after seeing the RequestBBS?

Talk to the green Navi in Central Area 1.

JOB 5 – JUVENILEDIV

Rating: ★★

Reward:
FldrPak1 yellow
Customizer Program



Ahh! You're here! I'm the one who put up the request.

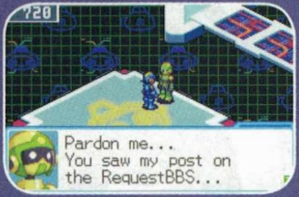
The orange Navi in Cyber Academy's Monitor Comp is the one you're looking for.

Virus Battle: Mettaur x3

JOB 6 – SOMEBODY HELP!

Rating: ★

Reward:
Zenny (variable)



Pardon me... You saw my post on the RequestBBS...

Enter the Robot Control Comp 1 and talk to the green Navi within. He needs a loan. You're best off giving him the 10000 Zenny loan in the end. You get *ten times* your investment back...which means if you lend him the 10000 Zenny and come back in Chapter 7 or beyond, you get back **100000 Zenny**!

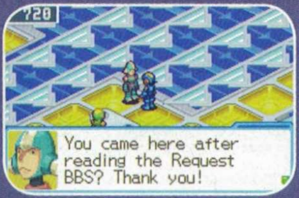
Loan Payback Timing

LOAN	LOCATION
100 Zenny loan	Chapter 4
1000 Zenny loan	Chapter 5
10000 Zenny loan	Chapter 7

JOB 7 – GET THE CHIP!

Rating: ★

Reward:
RegUp1



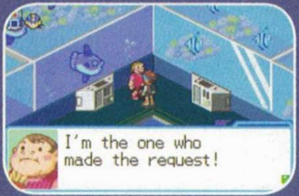
You came here after reading the Request BBS? Thank you!

Talk to the blue Navi at the shop in Seaside Area 3. He needs a DolThdr1 A Chip.

JOB 8 – STOCK UP!

Rating: ★★

Reward:
ScrtMemo (HP+200 white Customizer Program)



I'm the one who made the request!

Head to the Aquarium and talk to the kid in front of the sunfish tank. He gives you **10000 Zenny** that you must spend on cybersushi toppings!

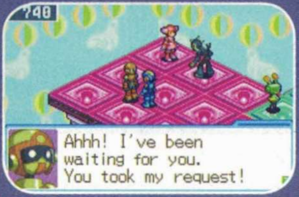
Best Fish Prices!

FISH	PRICE	NAVI
Tuna	1000z	Spiky
Eel	900z	Red
Salmon	900z	Red
Herring	800z	Green
Shrimp	800z	Brown
Yellowtail	1500z	Blue
Urchin	1000z	Blue
Snapper	1000z	Green

JOB 9 – STAND IN RECRUIT

Rating: ★★

Reward:
HP Memry



Ahhh! I've been waiting for you. You took my request!

Talk to the brown Navi in the Aquarium HP, and you get to act in a movie!

Movie Lines

Prompt #1	Halt, Villain!
Prompt #2	CyberWarrior Cybo
Prompt #3	My soul will die!

These lines are followed up by a Virus Battle, so make sure you're set!

Virus Battle: Chumpy, Cragger, PuffySP

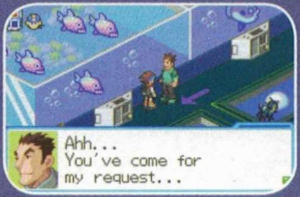
More lines? You bet!

Prompt #5	Well, I'm off...
Prompt #6	It's just a dream...

JOB 10 – PENGUINS RAN AWAY

Rating: ★★

Reward:
PngnThnk (Rush yellow Customizer Program lotto number)



Ahh... You've come for my request...

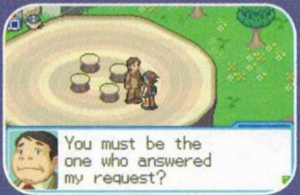
Seaside Town - Auditorium
Seaside Town - Square
Central Town - AsterLand
Central Town – Class 6-2
Central Town – Hikari Bathroom

The man in blue in front of the Aquarium's piranha tank is the guy you need to talk to.

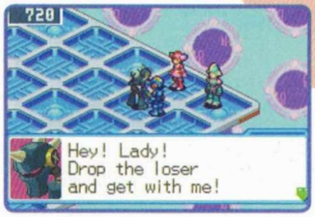
JOB 11 – DAUGHTER WORRY

Rating: ★

Reward:
RegUp1



You must be the one who answered my request?



Hey! Lady! Drop the loser and get with me!

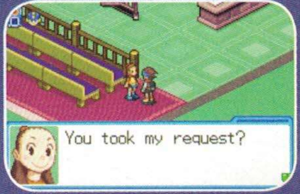
Head to the plaza at the south end of Green Town and talk to the man in the suit.

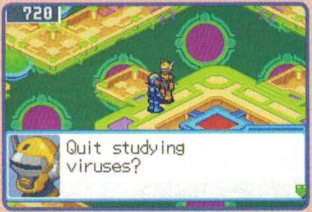
Virus Battle: BigHat, MegaCorn x2

JOB 12 — STOP HIM!

Rating: ★

Reward:
S059 BigBomb P Chip


You took my request?



Quit studying viruses?

Talk to the young girl in the Green Town Courtroom, and she sends you to Green Area 1 to tackle her brother's Virus-researching Navi.

Virus Battle #1: Mettaur2, OldHeatr, Shooter

Virus Battle #2: Puffy2, Shaker x2

Virus Battle #3: Chumpy x2, OldHeatr

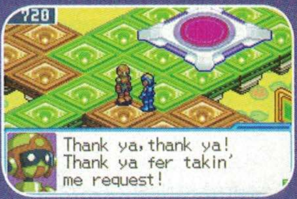
Virus Battle #4: Piranha2 x2, StarFsh2

Virus Battle #5: OldHeatr, Shaker, Shooter

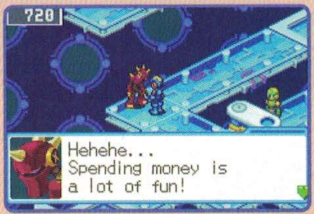
JOB 13 — LOAN COLLECTION

Rating: ★

Reward:
5000 Zenny



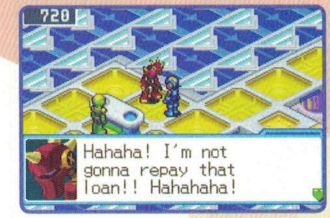
Thank ya, thank ya! Thank ya fer takin' me request!



Hehehe... Spending money is a lot of fun!

Talk to the brown Navi at Green HP to get this party started. Head to Central Area 2's Chip Shop, where the red spiky Navi is waiting.

Virus Battle: Armadill x2, Armadil2



Hahaha! I'm not gonna repay that loan!! Hahahaha!

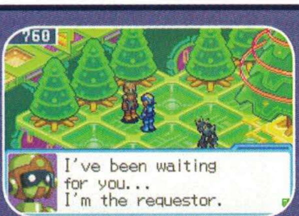
After you win…follow him to the shop in Seaside Area 3.

Virus Battle: Armadil2 x2, ArmadilSP

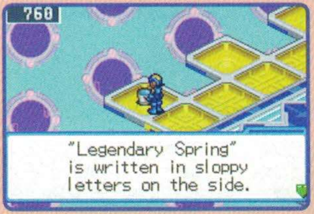
JOB 14 — LUMBER MERCHANT

Rating: ★★

Reward:
10 BugFrags



I've been waiting for you... I'm the requestor.



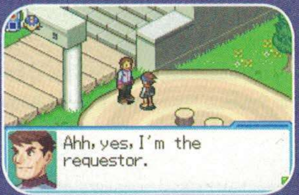
"Legendary Spring" is written in sloppy letters on the side.

In Green Area 2, the brown Navi in the big square with the trees is looking for a new axe.

JOB 15 — TIMECPSL

Rating: ★★★

Reward:
HP Memry

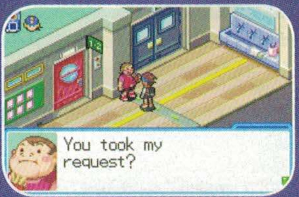

Ahh, yes, I'm the requestor.

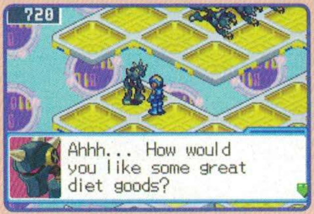
The southern square in Green Town has a man looking for his cyber-time-capsule in Green Area. Make your way to the big grove with the giant tree in Green Area 2. The capsule is at the base of trees!

JOB 16 — DIET GOODS MONEY

Rating: ★

Reward:
5000 Zenny


You took my request?



Ahhh... How would you like some great diet goods?

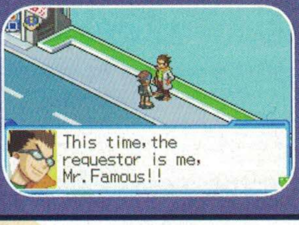
Talk to the chunky kid in Cyber Academy's first-floor hall. He wants his money back from a Navi in Seaside Area.

Go to Green Town's courtroom and talk to the lawyer there. Return to Seaside 2, and the scam artist is surrounded by lawyers!

JOB 17 — FIND THE VIRUS!

Rating: ★★★

Reward:
S175 FstGauge * Chip


This time, the requestor is me, Mr.Famous!!

Mr. Famous is looking for help? Meet him near the LevBus station and he sends you looking for five sets of Viruses hiding in computers through Central and Seaside Towns!

Central Town Viruses

RoboDog Comp	MettaurSP x2, PlsBulbSP
Monitor Comp	MettaurSP x2, ScrCrowSP
TeachRm Comp	MettaurSP x2, DrkMechSP

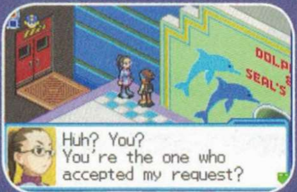
Seaside Town Viruses

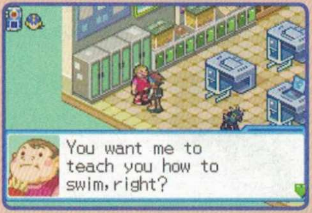
WaterMc Comp	FgtrPlnSP, MettaurSP, PuffySP
PopcrnShp Comp	GigaCorn, MettaurSP, PlsBulb3

JOB 18 – GOT A PROBLEM.

Rating: ★

Reward: InviteCrd (UnderSht compression code)


Huh? You? You're the one who accepted my request?

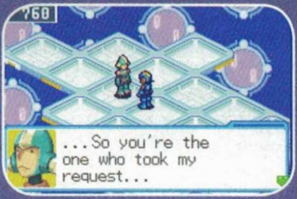

You want me to teach you how to swim, right?

The woman at the Aquarium stage needs to learn how to swim, and needs the help of "Dolphin" from Cyber Academy.

JOB 19 – SONGWRITER

Rating: ★

Reward: RegUp2


...So you're the one who took my request...

Talk to the blue Navi in Sky Area 1's NetCafe. He needs help with some lyrics.

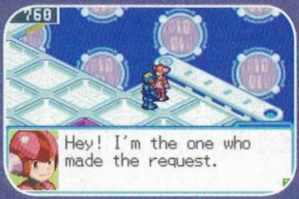
Lyrics

Lyric #1:	Your love
Lyric #2:	To soar in the sky
Lyric #3:	Only memories
Lyric #4:	Love
Lyric #5:	Your smile
Lyric #6:	That you're free
Lyric #7:	I still love you

JOB 20 – BUY WHICH STOCK?

Rating: ★★

Reward: Zenny (variable)


Hey! I'm the one who made the request.

A red girl-Navi in the Sky Area 1 NetCafe is the contact for this job. You have to head to Undernet 1 and talk to the stockbroker spiky-Navi there.

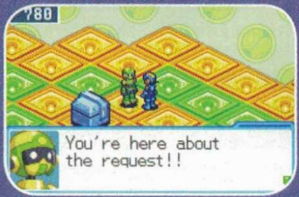
Stocks

Company	Reward
Papaya Computer	1000 Zenny
Toyosan	100 Zenny
Blackhole	100000 Zenny

JOB 21 – CAN'T OPEN SAFE

Rating: ★★★

Reward: Millions red Customizer Program

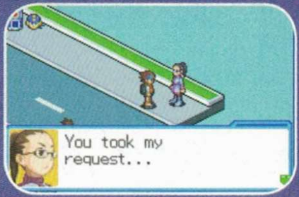

You're here about the request!!

Jack In to the Popcorn Shop Comp at the Aquarium and talk to the green Navi there. The answer is "564".

JOB 22 – GET THE BAD GUY

Rating: ★★★

Reward: Custom2 white Customizer Program


You took my request...

MegaMan must track down five criminal Navis in the Central Area system.

Central Area 1
Virus Battle: Blckmare, HeadyH, HeadyW

Central Area 1
Virus Battle: DoomMech, HntdCdl3, MetlCrgr

Central Area 2
Virus Battle: BigHat3, Puffy2, StarFsh2

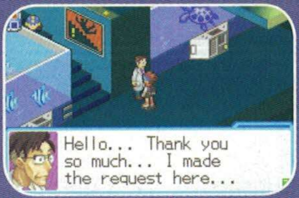
Central Area 3
Virus Battle: GunnerSP, Shaker x2

Central Area 3
Virus Battle: HnyBmbr2, SnakeArSP, SuprKetl

JOB 23 – UPDATE HELP

Rating: ★★

Reward:
MegFldr2 white
Customizer Program

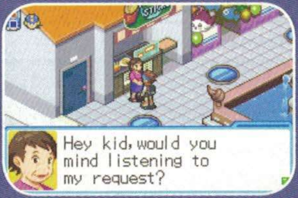

Hello... Thank you so much... I made the request here...

Talk to the scientist at the lower level of the Aquarium's first room. He gives you the **UpdtData.** Travel through each section and talk to the Mr. Progs. Return to the scientist to find you got the wrong update data. Now you have to go *back* and *re*-install the updates! They're in new locations now too!

JOB 24 – DO SOMETHING!

Rating: ★★

Reward:
HP Memry


Hey kid, would you mind listening to my request?

The Aquarium's Fish Stick Shop's computer is on the fritz.

Virus Battle #1: Kettle, Mettaur2 x2

Virus Battle #2: Kettle, OldHeatr x2

Virus Battle #3: Chumpy, Kettle, OldHeatr

JOB 25 – WANT MEET DGHTR

Rating: ★★

Reward:
S0 Spreadr3 R

Enter the Sky HP and talk to the spiky Navi there. He wants to find his daughter, and his only clue is that she's somewhere in Green Area. Head for the tree grove and talk to the red girl-Navi there. Return to Sky HP, and the Dad-Navi notes his old buddies are out to get him. Exit the HP and enter Sky Area 1. Talk to the two red spike-Navis there.

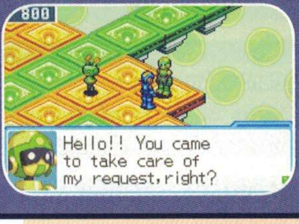
Virus Battle #1: BigHat3, Shooter x2

Virus Battle #2: BigHatSP, Sniper x2

JOB 26 – NOT ENGH MEMBER

Rating: ★★

Reward:
RegUp2

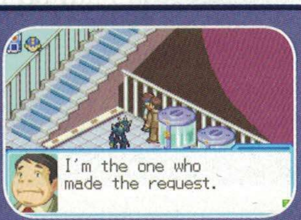

Hello!! You came to take care of my request, right?

Enter the Class 6-2 Comp and talk to the green Navi. He needs some Chips from you: Fanfae Z, Discord S and Timpani T.

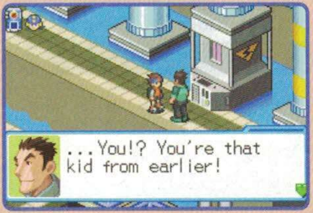
JOB 27 – TRACK THE CRMNL

Rating: ★★★

Reward:
M001 Roll * Chip, M004
ProtoMan * Chip, M0


I'm the one who made the request.

Next to the water vending machines in Seaside Town is the man you need to talk to.


...You!? You're that kid from earlier!

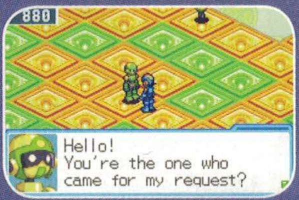
The detective blew it, and the man under surveillance is gone! Check out the doorway next to the Fish Stick Shop; you can enter it now! This leads to the catwalk in the back of the Aquarium's control room, where the man is hiding.

Virus Battle: DarkMech, Sniper, TrumpySP

JOB 28 – SELF RESEARCH

Rating: ★★

Reward:
HP Memry

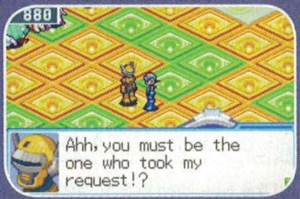

Hello!
You're the one who came for my request?

The green Navi inside Class 1-1's blackboard needs help with his research.

JOB 29 – OFFICIAL REQUEST

Rating: ★★★

Reward:
S165 AreaGrab * Chip,
S188 AntiNavi * Chip,
S191 AntiRecv * Chip

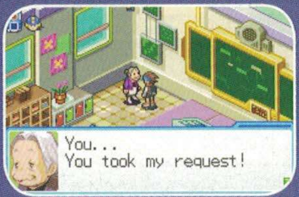

Ahh, you must be the one who took my request!?

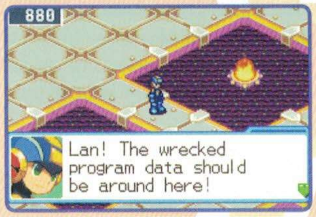
Jack In to Sky Town's ObsrvtnComp and talk to the orange Navi within. He wants you to take on the image data of all five criminal Navis—BlastMan, DiveMan, CircusMan, JudgeMan and ElementMan!

JOB 30 – WHERE'S MY NAVI

Rating: ★★★★

Reward:
NumbrOpn pink
Customizer Program


You...
You took my request!


Lan! The wrecked program data should be around here!

The old lady in Class 1-1 of Cyber Academy is looking for data fragments from her deleted Navi. Check between its eyes for the **NaviRuin** right under your very nose!

JOB 31 – ONE MORE TIME.

Rating: ★★★★

Reward:
SrialDat (ChargMAX blue Customizer Program lotto number)

If I show them those flowers, they should make up...

Lan gets to play family counselor! Talk to the young boy in the western side of Central Town, and he thinks flowers are the answer. Green Town is where the flowers are, so talk to the young lady at the flower stall there. You need to find the owner, who is out making a delivery to Yai's house in ACDC Town! Talk to her, then return to the Green Town shop to get the **Tulip**!

JOB 32 – SUPPORT CHIP PLS

Rating: ★★★★

Reward:
HP Memry

Hello! Thanks for answering my request.

A girl-Navi inhabiting a CopyBot waits on the roof of Sky Town. She needs a lot of "support" style Chips!

JOB 33 – NEGOTIATE!

Rating: ★★★★

Reward:
ScrblDat (SpinYllw lotto number)

Ahh, you're the one who took my request!

Huh? From my brother?

I'd like you to give this letter to him...

Talk to the man on the ledge outside of Sky Town's Force Room. He wants you to talk to a kidnapper in the middle of Mr. Weather 1 Comp!

The brother Navi is on the path to the Cybeast Statues in Undernet 1. Return to the kidnapper with the **Pendant** as proof of your meeting. Deliver **TextData** to a pink girl-Navi in Green Area 2!

The girl-Navi is at the NetCafe, and she has a letter for you to give back to the kidnapper! Once you've reached the hostage, go *back* to the kidnapper, who has retreated to Mr. Weather 3 Comp.

Virus Battle: BigHat3, ElecMech, HeadyH

JOB 34 – AN EXPERIMENT!

Rating: ★★★

Reward:
M028 CrcusMan * Chip,
M031 JudgeMan * Chip,
M034 ElmntMan * Chip

I'm the one behind this latest request!

It's another job with Mr. Famous! Meet him at the Aquarium's shark tank, where he has a set of *twenty* straight Virus Battles for you to slog through!

Virus Battle #1: Mettaur x3

Virus Battle #2: Gunner, Mettaur x2

Virus Battle #3: Champy, Chumpy, OldStov

Virus Battle #4: Puffy, Puffy2, Swordy

Virus Battle #5: Piranha, Piranha2, Swordy2

Virus Battle #6: Quaker, Shaker, StarFsh2

Virus Battle #7: HnyBmbr2, MegaCorn x2

Virus Battle #8: Armadil2 x3

Virus Battle #9: Armadil3, MetlCrgr, Mettaur2

Virus Battle #10: FgtrPln2, Puffy3, ScrCrow2

Virus Battle #11: ScrCrow2, ScrCrow3, Swordy3

Virus Battle #12: Catpult, Shooter, Sniper

Virus Battle #13: BigHat3, Sniper x2

Virus Battle #14: JokersEye x2

Virus Battle #15: BomCornSP, DoomMech

Virus Battle #16: HeadyE x2, HeadyW

Virus Battle #17: HeadyW, HntdCdlSP, KllrEyeSP

Virus Battle #18: MettaurSP, SnakeAr3, WoodDrgn

Virus Battle #19: DrkMechSP, MettaurSP x2

Virus Battle #20: KettleDX, KettleSP, SuprKetl

JOB 35 – ROAD TO SOUL BTLR!

Rating: ★★★

Reward:
SoulEmbl (Tango green Customizer Program lotto number)

You're the one who answered my smokin' request?

Talk to the orange Navi at the Green HP, and he sends you to find some NetMafia goons hiding somewhere in Green Town.

Virus Battle #1: BigHat, MettaurSP x2

Virus Battle #2: ArmadilSP x2, BigHat

Virus Battle #3: BigHat2, PuffySP, StarFshSP

Virus Battle #4: BigHat3, CraggerSP, ElecMech

Virus Battle #5: BigHat3, HeadyE x2

Virus Battle #6: BigHat3, SwordySP x2

Virus Battle #7: BigHatSP, ErthDrgn, ThdrDrgn

POST-GAME QUESTS

Once the credits have rolled and you've watched the epilogue, re-load your game. You've got the Cybeast mark now, which means several different things have been added to the world!

MEGAMAN 6 BATTLE NETWORK CYBEAST FALZAR
NEW GAME
▶CONTINUE
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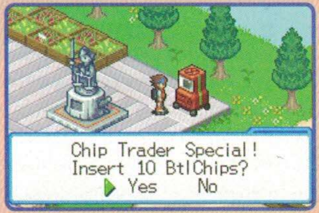
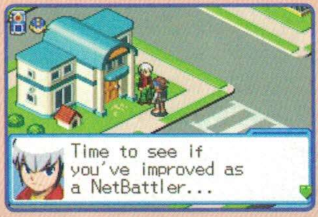
The simplest thing is that Green Town now has a Chip Trader Special. Its stock is nicer than the other traders', but it's still a generally iffy way of getting new Chips.


Chip Trader Special!
Insert 10 BtlChips?
▶Yes No

Deep in Underground 2's northeast corner now lies another trader machine, the BugFrag Trader! Plunk in ten BugFrags, and get a Chip! This trader has the best stock, including high-powered Mega Chips


Time to see if you've improved as a NetBattler...

Chaud is now loitering around ACDC Town in front of Lan's old house. Worried you might go a game without getting to butt heads with ProtoMan? Worry no more! Once you've beaten ProtoMan, challenge him again to face the SP version!

ENGAGING NETBATTLE

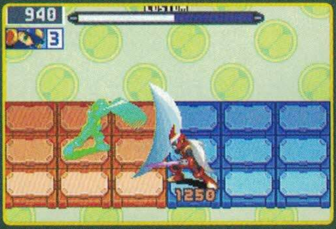
PROTOMAN.EXE

OPERATOR: EUGENE CHAUD

Element: Null

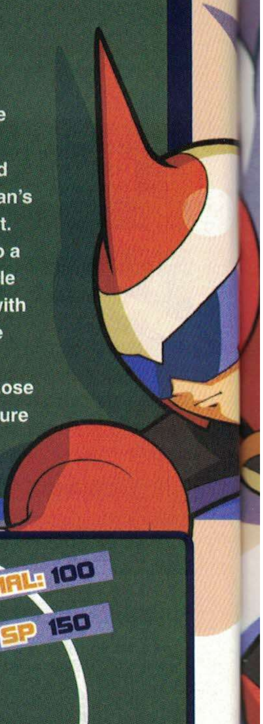
Normal	1800
SP	2000

Naturally, since ProtoMan's specialty is the sword, don't even consider using the Tengu Cross. As always, ProtoMan is mobile, agile and hostile, able to dodge attacks with ease and slip in to deliver his own. In SP mode, ProtoMan also likes to bring up his protective shield.

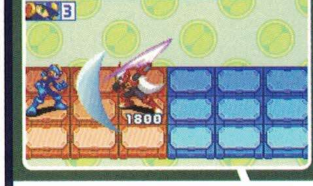


Full Synchro counterattack opportunity!

Load up your Folder with AntiSwrd Chips for some automatic damage should one of ProtoMan's moves connect. Geddon is also a great Chip to use, stranding ProtoMan on a lonely little island, where he's very vulnerable! Combo Geddon with Snake or SumnBlk for some very nice damage! Since the decision to fight ProtoMan is at your leisure, you have lots of time to gather up a full complement of those Chips. The best way to handle ProtoMan is to make sure he never even gets the *chance* to hit you!



Wide Sword

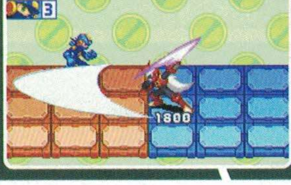


NORMAL: 90

SP 130

Yep, it's the standard three-panel-tall sword-swipe attack. The big difference between this version and your version is that ProtoMan can step into your side of the field to hit you with it!

Fighter Sword

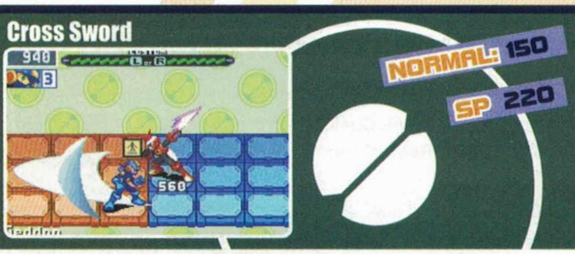


NORMAL: 100

SP 150

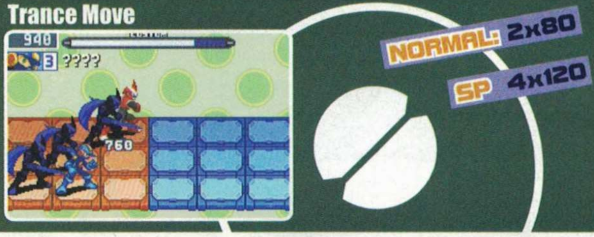
ProtoMan doesn't have to warp into your field here, since the mighty Fighter Sword extends a full three panels horizontally! Watch the flash and move vertically.

Cross Sword



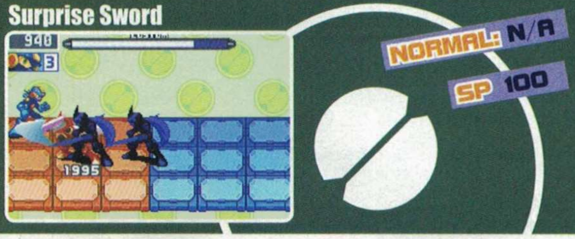
ProtoMan combos the Wide Sword and Fighter Sword moves into a single cross-shaped attack. Watch for the flash, and head for a corner… or have an AntiSwrd waiting. This one's hard to dodge.

Trance Move



ProtoMan only whips this one out once his HP dips below half. The inverse of his Cross Sword, ProtoMan slashes his way through your field in an "X" shape, leaving only the panels at the four compass points safe. Watch for the flash of panels and a gleam off his visor! Move into one of the safe spots *fast*. Too bad for you, holes don't stop this attack at all! The SP version is even *more* dangerous, since he follows up with a horizontal thrust through the middle of the X, meaning you only have *two* safe panels!

Surprise Sword



Used only in ProtoMan's more powerful SP version, if you attack Proto when he brings up his shield on his own accord (not in response to one of your attacks), he rushes into your area super-fast and slashes at you with a standard one-panel sword attack.

MAKE YOUR MARK

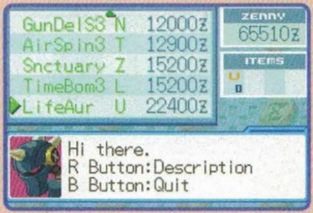
Done yet? Nope! As any full-on NetBattler knows, you gotta get *everything*! You have more Marks to earn! By now you should have at least three Marks, so focus on getting the remaining ones!

Game Mark Chart

Chapter 7 beaten	**BeastMark**
All Standard Chips collected	**SChipMark**
All Mega Chips collected	**MChipMark**
All Giga Chips collected	**GChipMark**
All Program Advances used	**PAMark**
Bass SP defeated	**BassMark**

To finish up the other five Marks, you're gonna have to go diving into some very dark areas!

You've dipped into Undernet Zero before, but you may have noticed there's more to it than you could get to via the Rush bridge. In the northeast corner of Undernet 2, a gate to Undernet Zero's north edge won't open without the answer to a simple question: the number of flames in the area. Enter "012" and enter Undernet Zero!



GunDelS3 N 12000z
AirSpin3 T 12900z
Snctuary Z 15200z
TimeBom3 L 15200z
▶LifeAur U 22400z

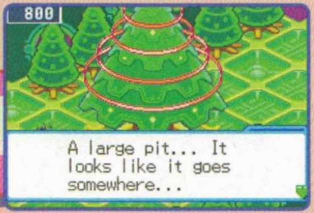
ZENNY 65510z

ITEMS

Hi there.
R Button:Description
B Button:Quit

The northern end of Undernet Zero has some nice stuff indeed. There's a NetMerchant there with some powerful Chips for sale, for starters. Bring along a waterspout-clearing Link Navi (ElecMan, EraseMan, AquaMan or GroundMan) to claim a **Recov150 M Chip**!

If you've bought coffee at Green Area's NetCafe, the proprietor's mentioned Navis disappearing at the big tree. Get a LinkNavi who can clear out whirlwinds, then head to the grove. Examine the backside of the big tree. Hidden to your eyes, find a portal to Undernet Zero! Clear out the whirlwind there to get the **RegUp3** behind it! Then get *out* of there…you don't want to tangle with what's at the end of the road just yet!

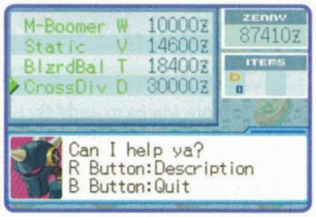


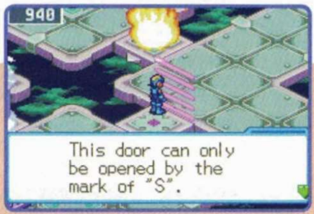
A large pit... It
looks like it goes
somewhere...

Now that you have the Cybeast's mark, if you have at least 100 different Standard Chips, the door on the western edge of Undernet 2 opens up. Welcome to the Graveyard! As soon as you enter the Graveyard, check your email. There's a prize attached to the mail; the **BigHook H Giga Chip** in *Cybeast Gregar*, or the **MetrKnuk N Giga Chip** in *Cybeast Falzar!*

Enemies within the Graveyard are among the toughest, so you need some good Chips to withstand their attacks! But the rewards of the Graveyard are plenty, especially the NetMerchant.

There's a gate on the upper level of the Graveyard that will not open until you've collected all 200 different kinds of Standard Chips! Just past the gate is a delicious **HP Memry**, and an **HP+500 pink Customizer Program** in a locked Mystery Data.


M-Boomer W 10000z
Static V 14600z
BlzrdBal T 18400z
CrossDiv D 30000z
ZENNY 87410z
ITEMS
Can I help ya?
R Button:Description
B Button:Quit



This door can only be opened by the mark of "S".

It's risky, but you need to take your Link Navis into the Graveyard in order to claim everything within it. There's one of each obstacle type inside there, so you need to come back multiple times. With the heavy-duty Viruses inside, this can be dangerous, so consider using a SneakRun SubChip. Behind the obstacles are a **Charge+1 pink Customizer Program**, the **Anubis P Chip** in a locked Mystery Data, a **RegUp2**, and **8000 Zenny**!

Okay, once you're ready and have some *really* good stuff, return to Undernet Zero via Green Area 2's portal and head all the way down the road. Have your most powerful stuff ready to go, because that persistent pest is waiting for you at the end…yep, it's Bass!

You dare to set foot into this place...

ENGAGING NETBATTLE

BASS.EXE

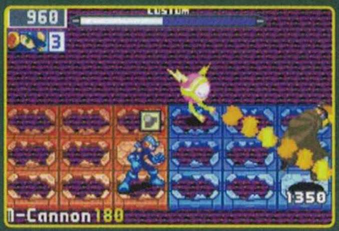
OPERATOR: NONE

Element: Null		
	Normal	1800
	SP	2700
	BX	3400

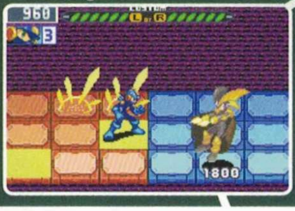
Full Synchro counterattack opportunity!

Bass has always been a tough cookie. He's fast and his attacks are strong. Luckily, there's little that you haven't seen in this game already, and his other moves are all standbys he's used in previous games. Mind you, those unique moves ARE hard to dodge and very effective. Though he ignores panel effects, he *can't* cross over holes.

Since Bass is quick on the move and can only be hurt when he's standing still, you need wide-effect Chips. Some well-played traps or Sensors can keep him occupied too. Get some Geddon Chips to strand him, and follow up with your most powerful moves. Auras and Invisibl Chips are a necessity, and have SprArmor and AirShoes installed at all times.



Shooting Buster

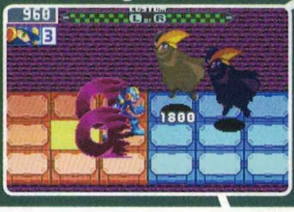


NORMAL: 60

SP 90

Bass's main move, it targets two of your panels and sprays it with machinegun fire. This is a rapid-fire attack and exceptionally hard to dodge. A Barr200 or LifeAur Chip can really save, though a simple Rflectr isn't too shabby either.

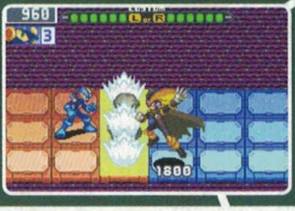
Hells Rolling



NORMAL: 100

When Bass retreats to the back-center panel and creates a small glowing ball of purple energy (his back turned to the screen), he's about to unleash the Hells Rolling. Two wheels of energy streak across the top and bottom row, which move up or down tracking you! Either blast Bass hard before he finishes gathering energy to stop the move cold, or move to the back row so you have plenty of room to run forward. Even easier, put a hole in front of you and stop the move cold!

Golem Hit

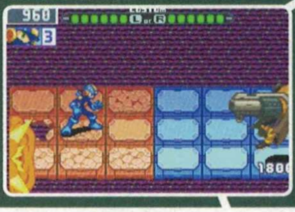


NORMAL: 180

SP 270

This attack smacks the panel you're currently occupying, with a splash effect that hits the panels above and below. This move cracks all struck panels and breaks cracked panels.

Tank Cannon

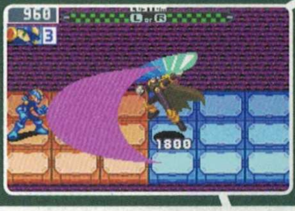


NORMAL: 150

SP 220

Bass really doesn't use this move much, and typically only when you loiter around the back column. It behaves just like the TankCan series Chips, firing off a forward shot that knocks you back if it connects, or should it reach the left edge uninterrupted, engulfs the panels above and below in an explosion.

Life Sword

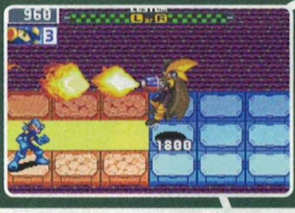


NORMAL: 200

SP 300

You know this attack; you should be using it a lot yourself! Soon as you see the first two columns of your row flash, run back.

Fire Burner



NORMAL: 150

SP 220

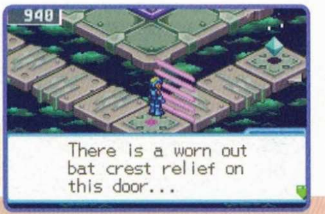
This is just like the FireBrn series of Chips, a three-panel long tongue of flame that cracks the panels it travels across, and makes holes out of any cracked panels it covers.

Sonic Storm

This move only happens when you face down Bass BX in *Cybeast Gregar*. It is exactly like Falzar's attack of the same name, attacking an entire full row, plus ending with a wider blast in the panels above and below.

Burning Breath

This move only happens when you face down Bass BX in *Cybeast Falzar*. It is exactly like Gregar's attack of the same name, engulfing almost the entire field in fire. Only the top and bottom panels of the rightmost column are safe, so move FAST!



There is a worn out
bat crest relief on
this door...

Once Bass is down, he vanishes, leaving behind the **BatKey**. Once again, it's time to hit the Graveyard! There was a locked gate that you couldn't open before; now that you have the BatKey, it moves aside and lets you get the **AttckMAX red Customizer Program** behind it!

Ready to deal with an upgraded Bass? Make your way up the long staircase to the northeast, and Bass is waiting. Naturally, he's gotten stronger! He likes to follow up his Hells Rolling with the Shooting Buster almost *immediately*. This is also the fight most likely to cause you to end up in the Angry state, so take advantage of it! Clean out his SP form and earn a Giga-Class Chip! You get **Bass F** in *Cybeast Gregar*, and **BassAnly F** in *Cybeast Falzar*!

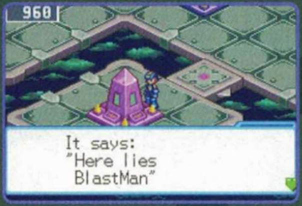
I'll send you to the
depths of the
deepest cyberpit!

Should you return to the Graveyard after leaving the cyberworld, you'll notice six of the tombstones there glowing all ominous-like. Each one contains the powerful RV version of one the six WWW Navis. Give them a whirl! Should you ever want to re-challenge the RVs, simple Jack Out of the cyberworld and return.

ENGAGING NETBATTLE

BLASTMAN.EXE RV

Element: Fire



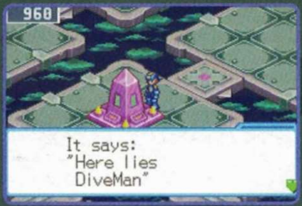
It says:
"Here lies
BlastMan"

HP: 2000	
Blast Fire	270
Air Bomber	140
Blast Hurricane	140

ENGAGING NETBATTLE

DIVEMAN.EXE RV

Element: Aqua



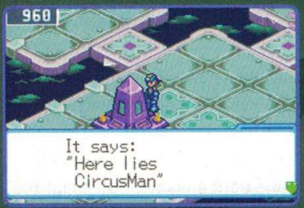
It says:
"Here lies
DiveMan"

HP: 1900	
Dive Missile	90
Dive Bomb	180
Giga Wave	270

ENGAGING NETBATTLE

CIRCUSMAN.EXE RV

Element: Null



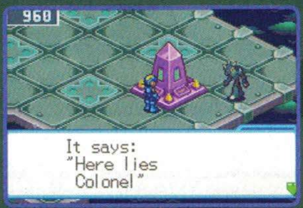
It says:
"Here lies
CircusMan"

HP: 2100	
Happy Clap	130
Fire Ring	130
Gloom Cage	5x45

ENGAGING NETBATTLE

COLONEL.EXE RV

Element: Null



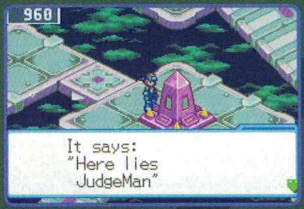
It says:
"Here lies
Colonel"

HP: 2600	
Screen Divide	300
Colonel Army	3x70
Induct Missile	210
Aspire Break	550
Neo Screen Divide	380

ENGAGING NETBATTLE

JUDGEMAN.EXE RV

Element: Null



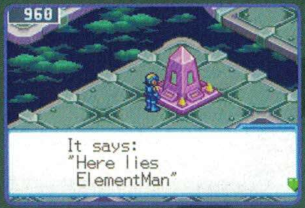
It says:
"Here lies
JudgeMan"

HP: 1900	
Bind Chain	100
Arrest Book	100
Strange Shield – Punch	200
Strange Shield – Bubble	100
Strange Shield – Burner	200

ENGAGING NETBATTLE

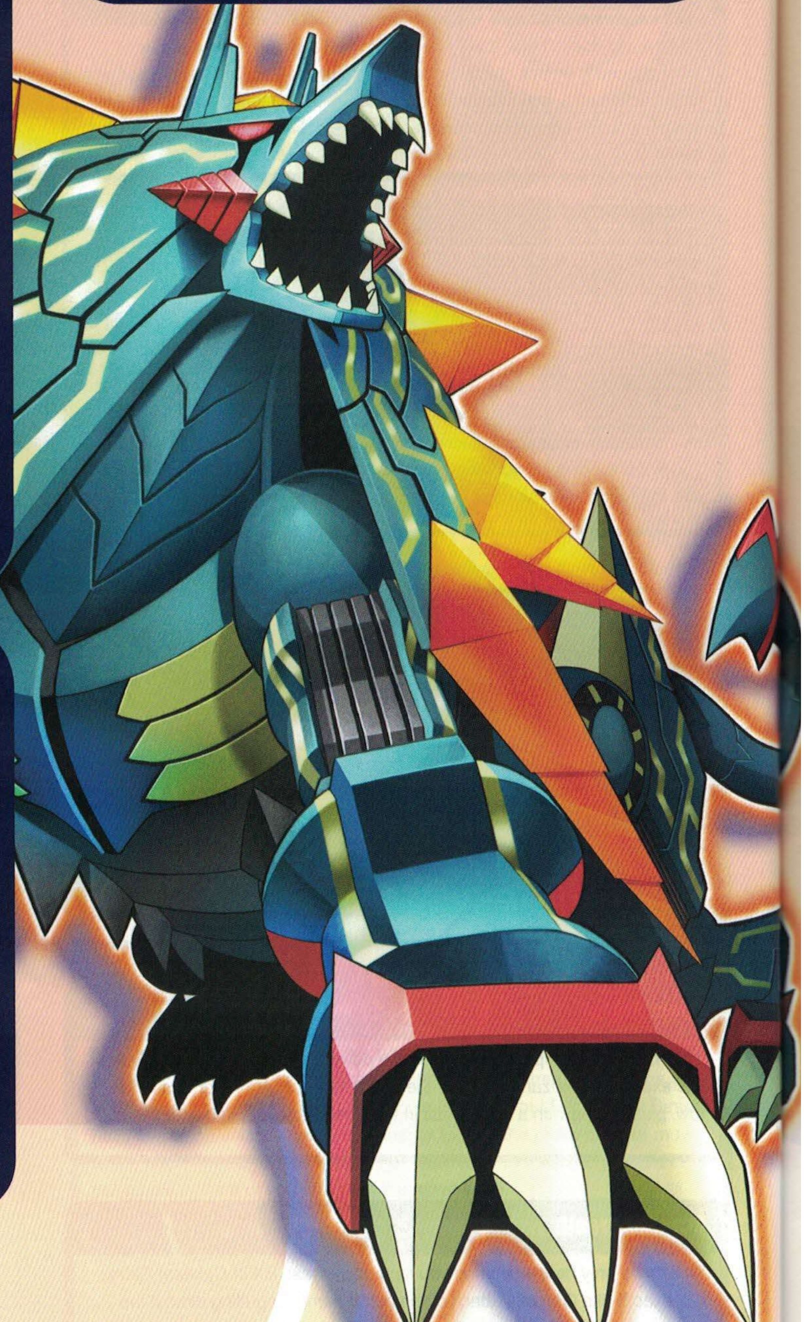
ELEMENTMAN.EXE RV

Element: Variable



It says:
"Here lies
ElementMan"

HP: 2000	
Downburst	240
Tallest	120
Meteorite	200
Lightning Drive	240
Diamond Dust	120



Head to Underground 2 and make your way to where you faced down Cybeast-possessed MegaMan and Colonel. Be *sure* to save and have one *real* good Folder ready, because you've got a double battle coming…

ENGAGING NETBATTLE

GBEAST MEGAMAN.EXE SP

Element: Null

HP: 1800	
Gregar Claw	240
Beast Buster – Claw	120
Beast Buster – Buster	18x20
Thunder Ball	120
Beast Breath	300

ENGAGING NETBATTLE

FBEAST MEGAMAN.EXE SP

Element: Null

HP: 1600	
Falzar Claw	160
Falzar Shoot – Claw	80
Falzar Shoot – Shoot	30x12
Mega Boomerang	160
Aqua Needle	80
Hawk Storm	240

Now that *that's* over with…it's Bass BX. He moves lightning fast and really piles on the attacks! You need to be at the top of your game here! Finish him off and the last Giga-Class Chip is yours; **ColForce C** in *Cybeast Gregar*, and **HubBatc J** in *Cybeast Falzar*!

Head back to the Expo, and enter the final door to face down the Cybeasts. With all six Marks, the final task remains to take care of the Cybeasts once more!

ENGAGING NETBATTLE

GREGAR SP

Element: Null

HP: ???	
Beast Pressure	???
Burning Breath	???
Lightning Breath	???
Beast Out Impact – Claw	???
Beast Out Impact – Fang	???
Gatling Tail	???

ENGAGING NETBATTLE

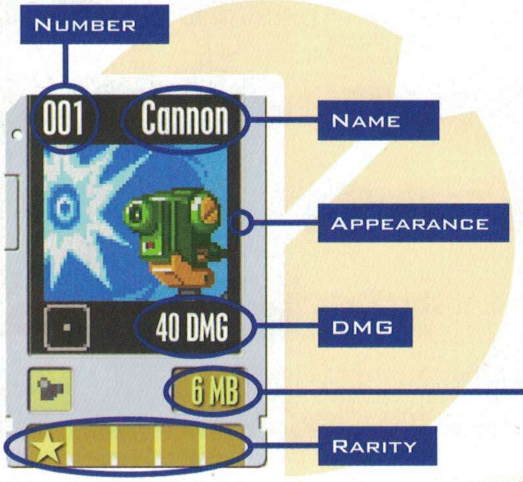
FALZAR SP

Element: Null

HP: ???	
Beast Hurricane	???
Strike Feather	???
Sonic Wave	???
Firebird Breath	???
Claw Shot	???

Finally! You're done! Enjoy the extra bit at the end of the credits!

STANDARD CHIPS LISTING



MB MATTERS!

Each Chip's MB means more to you than simply your ability to place it as a Regular Chip. The higher the MB of each specific Chip, the less of it you can have in your active folder!

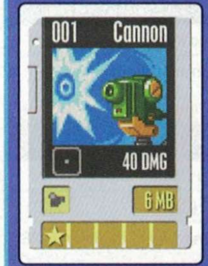
1~19MB	5 Chips
20~29MB	4 Chips
30~39MB	3 Chips
40~49MB	2 Chips
50~99MB	1 Chip

You biggest array of battle options, you'll gather hundreds of Standard-class Battle Chips throughout the game.

- **(B) – Blue Mystery Data packet**
- **(G) – Green Mystery Data packet**
- **(P) – Purple Mystery Data packet**
- **(Y) – Yellow Mystery Data packet**
- **(C) – Combat Mystery Data packet**

If text appears in green, then that method of obtaining the Chip is only available in the Gregar version of the game. Red text means the method is only in the Falzar version.

Also, some Chips can be obtained by the Number Trader. While we do tell you which Chips are in the Trader, we don't give you the winning numbers… at least, not here! Find them in the game, or if you really want them, check Chapter 3-9 for the codes.



Cannon Series Data

A Code

Shop:	Order Service (2000z)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr, ExpoFldr

B Code

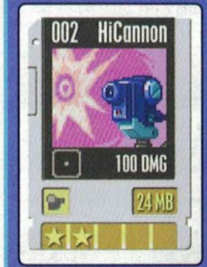
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr, ExpoFldr

C Code

Data:	RobCtrlComp 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Folder:	ExpoFldr

* Code

Data:	RobCtrlComp 2 (G)
Trader:	Sky Town
Folder:	ExpoFldr



Cannon Series Data

L Code

Shop:	Order Service (6000z)
Data:	Central Area 3 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	ExpoFldr

M Code

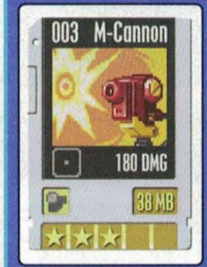
Data:	AquarumComp 3 (B), Green Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

N Code

Data:	Seaside Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code

Data:	JdgTreeComp 1 (G)
Trader:	Green Town, Sky Town



Cannon Series Data

R Code

Shop:	Order Service (12000z)
Data:	MrWeatherComp 3 (G)
Trader:	Green Town, ACDC
Folder:	SoulFldr

S Code

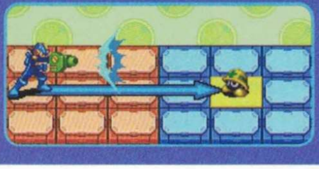
Data:	Sky Area 2 (B)
Trader:	Green Town, ACDC
Folder:	SoulFldr

T Code

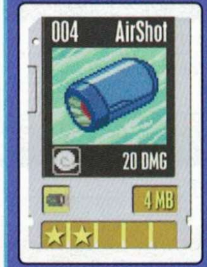
Data:	AquarumComp 3 (G)
Trader:	Green Town, ACDC
Folder:	SoulFldr

* Code

Data:	Mascot Comp (B)
Trader:	Green Town



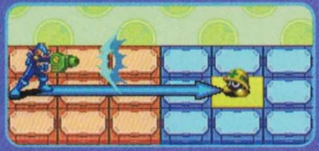
Fires a forward shot, hitting the first target ahead instantly. A bit slow on the draw, but a good early weapon.



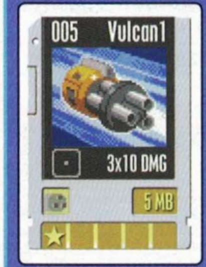
Airshot Series Data

* Code

Shop:	Order Service (2400z)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr



Quick-draw forward shot, hits instantly. Pushes target back 1 panel if panel behind is open.



Vulcan Series Data

B Code

Data:	Central Area 1 (G)
Trader:	AsterLand, Sky Town, ACDC

D Code

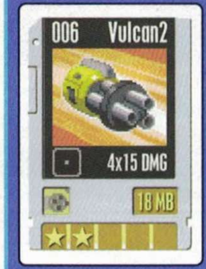
Shop:	Order Service (2800z)
Data:	Central Area 3 (G)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr

S Code

Trader:	AsterLand, Sky Town, ACDC

* Code

Data:	RobCtrlComp 2 (G)
Trader:	Sky Town



Vulcan Series Data

D Code

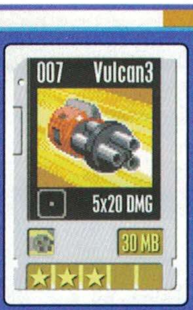
Data:	Seaside Area 2 (B), JdgTreeComp 1 (G)
Trader:	AsterLand, Sky Town, Green Town, ACDC
Folder:	ExpoFldr

F Code

Shop:	Order Service (6500z)
Data:	AquarumComp 2 (G)
Trader:	AsterLand, Sky Town, Green Town, ACDC

L Code

Data:	Green Area 1 (G)
Trader:	AsterLand, Sky Town, Green Town, ACDC



Vulcan Series Data

A Code

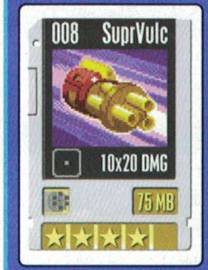
Shop:	Order Service (11000z)
Data:	Sky HP (B), PavilionComp 4 (G)
Trader:	Green Town

G Code

Data:	Sky Area 2 (G)
Trader:	Green Town

R Code

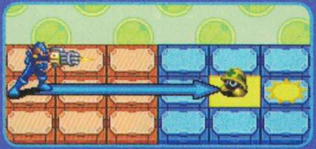
Data:	MrWeatherComp 1 (G), Seaside Area 1~3 (Y)
Trader:	Green Town



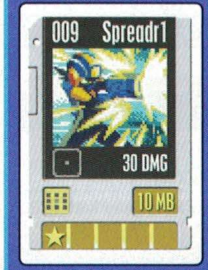
Vulcan Series Data

V Code

Shop:	Order Service (18000z)
Data:	Underground 2 (P), Green Area 1~2 (Y)
Trader:	BugFrag



Fires rapid forward shots; 1 fires 3 shots, 2 fires 4 shots, 3 fires 5 shots. SuprVulc fires 10 shots. The Panel behind the target is hit for damage as well. Atk+ and Full Synchro enhance all shots in the attack.



Spreadr Series Data

L Code

Shop:	Central Area 1 (600z)
Trader:	AsterLand, Sky Town, ACDC

M Code

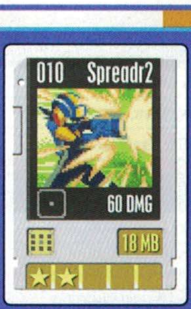
Shop:	Order Service (3000z)
Data:	RobCtrlComp 1 (B)
Trader:	AsterLand, Sky Town, ACDC

N Code

Data:	Central Area 3 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code

Data:	Seaside Area 1 (G)
Trader:	Sky Town



Spreadr Series Data

A Code

Data:	AquarumComp 3 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

B Code

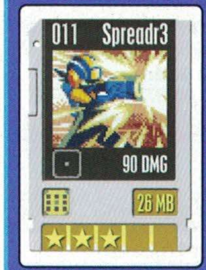
Shop:	Order Service (7000z)
Data:	Green Area 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

C Code

Data:	Green Area 1 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code

Data:	JdgTreeComp 3 (G)
Trader:	Green Town, Sky Town



Spreadr Series Data

Q Code

Data:	MrWeatherComp 2 (G)
Trader:	Green Town

R Code

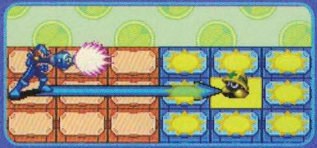
Shop:	Order Service (13000z)
Data:	Seaside Area 1~3 (Y)
Trader:	Green Town
Other:	Job #19 prize

S Code

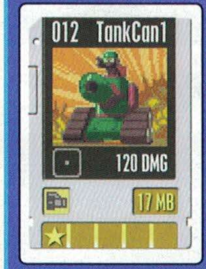
Data:	MrWeatherComp 1 (B)
Trader:	Green Town

* Code

Data:	PavilionComp 1 (B)
Trader:	Green Town



Fires a Cannon-style forward blast. Upon contact with an enemy or obstacle, the 8 surrounding panels are also struck for damage.



TankCan Series Data

A Code

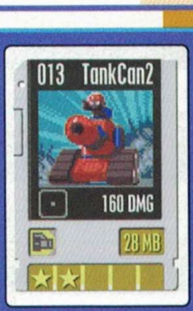
Shop:	Order Service (4500z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Catack

G Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Catack

R Code

Shop:	Central Area 1 (2400z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Catack

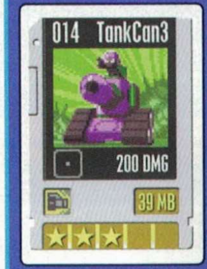


TankCan Series Data

L Code	
Shop:	Order Service (9000z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Cateen, RareCatack

S Code	
Trader:	Green Town, Sky Town, ACDC
Enemy:	Cateen

V Code	
Trader:	Green Town, Sky Town, ACDC
Enemy:	Cateen

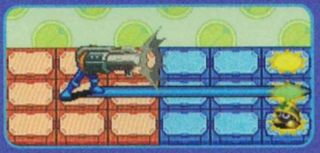


TankCan Series Data

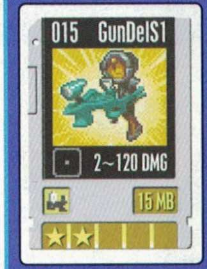
B Code	
Shop:	Order Service (13500z)
Trader:	Green Town
Enemy:	Catpult, RareCatack2

M Code	
Trader:	Green Town
Enemy:	Catpult

P Code	
Trader:	Green Town
Enemy:	Catpult



Fires a powerful cannon shot that pushes the target back if the panel behind is open. If it hits the end of the enemy area, the entire rear enemy column is hit by an explosion, pushing enemies in those panels forward. The panels of the rear column are also cracked.



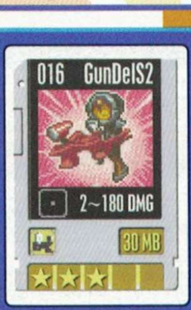
GunDelS Series Data

C Code	
Shop:	AsterLand (1000z)
Trader:	AsterLand, Sky Town, ACDC,
Folder:	AprtcFld

M Code	
Data:	Undernet 0 (G)
Trader:	AsterLand, Sky Town, ACDC,

T Code	
Shop:	Order Service (5000z)
Data:	Underground 1 (G)
Trader:	AsterLand, Sky Town, ACDC,

* Code	
Trader:	Sky Town,

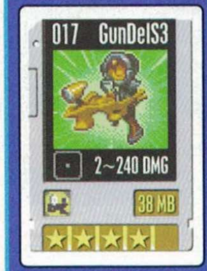


GunDelS Series Data

B Code	
Trader:	Green Town, Sky Town, ACDC,

E Code	
Data:	PavilionComp 2 (B)
Trader:	Green Town, Sky Town, ACDC,

R Code	
Shop:	Order Service (10000z)
Data:	Graveyard 2 (G)
Trader:	Green Town, Sky Town, ACDC,

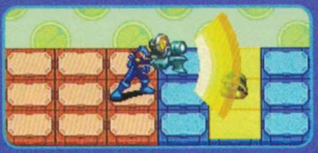


GunDelS Series Data

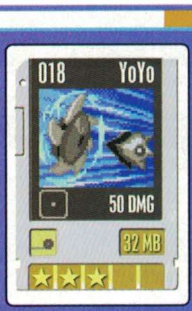
N Code	
Shop:	Undernet 0 (12000z) Order Service (15000z)
Trader:	BugFrag,

Q Code	
Data:	Green Area 1~2 (Y)
Trader:	BugFrag,

W Code	
Trader:	Number Trader, BugFrag,



A beam of sunlight is shot two columns ahead of MegaMan. Hold the A button down to maintain the beam. HPs are drained from any enemy unfortunate to find themselves in the beam. Enemies in the beam can still attack, and your Navi cannot move while the beam is in effect.



Yo-Yo Series Data

L Code

Shop:	Central Area 1 (4600z)
Trader:	AsterLand, Green Town, Sky Town

M Code

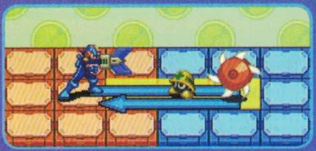
Shop:	Order Service (8000z)
Data:	AquarumComp 1 (G)
Trader:	AsterLand, Green Town, Sky Town

N Code

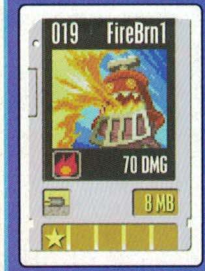
Data:	JdgTreeComp 2 (B)
Trader:	AsterLand, Green Town, Sky Town

* Code

Data:	Book Comp (B)
Trader:	Sky Town



Hurls a bladed yo-yo forward and back three panels. Enemies in the two "travel" panels are hit coming and going. Your Navi cannot move while the yo-yo is out.



FireBrn Series Data

F Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	OldStov

G Code

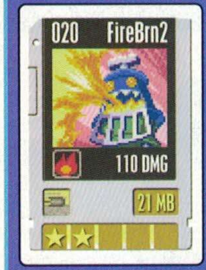
Trader:	AsterLand, Sky Town, ACDC
Enemy:	OldStov

H Code

Shop:	Order Service (4000z)
Data:	Seaside Area 3 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	OldStov

* Code

Trader:	Sky Town
Enemy:	RareOven



FireBrn Series Data

S Code

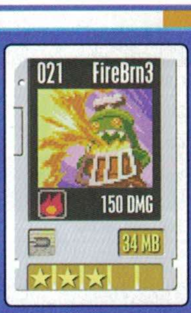
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	SoulFldr
Enemy:	OldHeatr, RareOven

T Code

Trader:	AsterLand, Green Town. Sky Town, ACDC
Folder:	SoulFldr
Enemy:	OldHeatr, RareOven, RareOven2

U Code

Shop:	Order Service (8000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	SoulFldr
Enemy:	OldHeatr



FireBrn Series Data

C Code

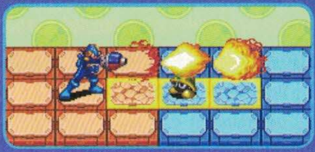
Trader:	Green Town
Enemy:	OldBurnr, RareOven2

D Code

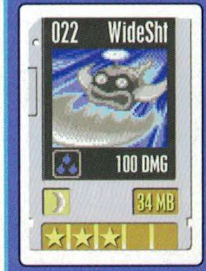
Trader:	Green Town
Enemy:	OldBurnr

E Code

Shop	Order Service (14000z)
Trader:	Green Town
Enemy:	OldBurnr



A tongue of flame three panels long is projected out. It cracks any panels in the path that have enemies in them, and goes through enemies and obstacles.



WideShot Series Data

P Code

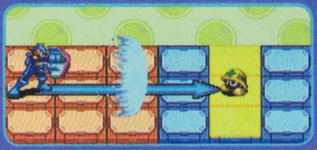
Shop:	AsterLand (7000z)
Trader:	Green Town
Folder:	MrFolder

Q Code

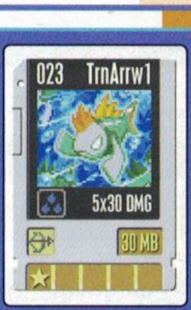
Shop:	Order Service (10000z)
Data:	Underground 1 (G)
Trader:	Green Town

R Code

Data:	Underground 2 (G)
Trader:	Green Town



Fires a quick three-panel wide shot of water. The shot dissipates once it hits an enemy or obstacle. It is an excellent attack against fire-based bosses, since it can cover the entire field.



TrnArrw Series Data

A Code

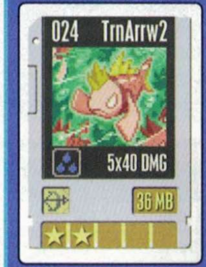
Shop:	Order Service (5200z)
Data:	Sky Area 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Piranha, RarePiranha

F Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Piranha

K Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Piranha



TrnArrw Series Data

G Code

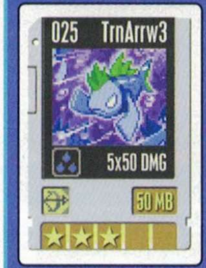
Shop:	Order Service (9800z)
Trader:	AsterLand, Sky Town, Green Town, ACDC
Enemy:	Piranha2, RarePiranha, RarePiranha2

M Code

Trader:	AsterLand, Sky Town, Green Town, ACDC
Enemy:	Piranha2

Z Code

Trader:	AsterLand, Sky Town, Green Town, ACDC
Enemy:	Piranha2



TrnArrw Series Data

M Code

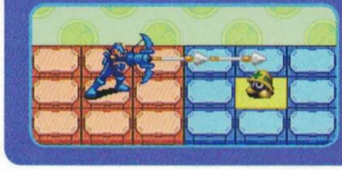
Shop:	Order Service (14500z)
Trader:	Green Town
Enemy:	Piranha3, RarePiranha2

S Code

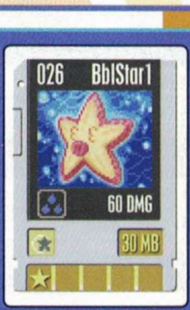
Trader:	Green Town
Enemy:	Piranha3, RarePiranha2

Y Code

Trader:	Green Town
Enemy:	Piranha3



Fires five forward arrows in rapid succession. Very powerful attack if all arrows hit. Your Navi cannot move until he finishes firing all arrows.



BblStar Series Data

B Code

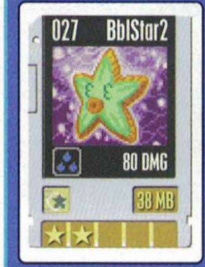
Trader:	AsterLand, Sky Town, ACDC
Enemy:	StarFish, RareStarFish

E Code

Data:	Underground 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	StarFish, RareStarFish

T Code

Shop:	Order Service (4500z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	StarFish



BblStar Series Data

C Code

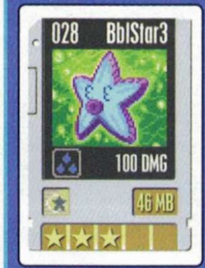
Trader:	AsterLand, Sky Town, Green Town, ACDC
Folder:	MrFolder
Enemy:	StarFsh2, RareStarFish, RareStarFish2

L Code

Trader:	AsterLand, Sky Town, Green Town, ACDC
Enemy:	StarFsh2

V Code

Shop:	Order Service (8900z)
Trader:	AsterLand, Sky Town, Green Town, ACDC
Enemy:	StarFsh2



BblStar Series Data

G Code

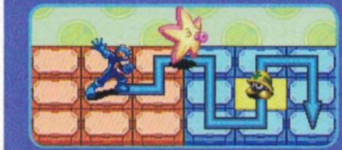
Trader:	Green Town
Enemy:	StarFsh3

R Code

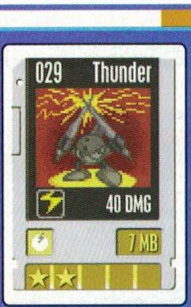
Trader:	Green Town
Enemy:	StarFsh3

S Code

Shop:	Order Service (13300z)
Trader:	Green Town
Enemy:	StarFsh3



Releases a StarFish virus that flies forward in a wave pattern, passing through all panels ahead. Passes through obstacles and enemies. Any enemies hit by the StarFish are also briefly trapped in a bubble.



Thunder Series Data

B Code

Data:	Central Area 2 (G)
Trader:	AsterLand, Sky Town, ACDC

R Code

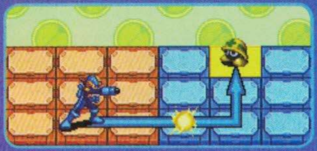
Shop:	Order Service (4800z)
Trader:	AsterLand, Sky Town, ACDC

S Code

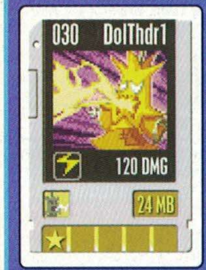
Data:	AquarumComp 1 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code

Data:	Room6-1Comp (B)
Trader:	Sky Tow



Releases a slow-moving electric ball that homes in on the closest enemy. It can cross over holes. Briefly stuns enemies on contact.



DolThdr Series Data

A Code

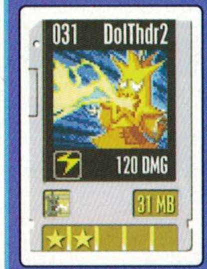
Trader:	Sky Town, ACDC
Enemy:	ScarCrow, RareScarecrow

E Code

Shop:	Order Service (6000z)
Data:	Sky Area 2 (G)
Trader:	Sky Town, ACDC
Enemy:	ScarCrow, RareScarecrow

Q Code

Trader:	Sky Town, ACDC
Enemy:	ScarCrow



DolThdr Series Data

C Code

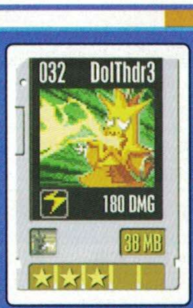
Trader:	Green Town, Sky Town, ACDC
Folder:	MrFolder
Enemy:	ScrCrow2, RareScarecrow, RareScarecrow2

L Code

Shop:	Order Service (10000z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	ScrCrow2, RareScarecrow, RareScarecrow2

P Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	ScrCrow2



DolThdr Series Data

B Code

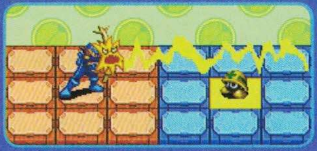
Trader:	Green Town
Enemy:	ScrCrow3, RareScarecrow

R Code

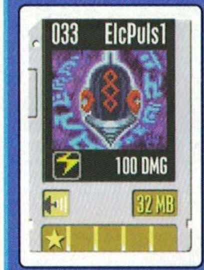
Shop:	Order Service (14000z)
Trader:	Green Town
Enemy:	ScrCrow3, RareScarecrow

V Code

Trader:	Green Town
Enemy:	ScrCrow3



Unleashes a forward bolt of Electric energy that passes through all enemies and obstacles. Strikes the entire row instantly, excellent for multiple deletions.



ElcPuls Series Data

J Code

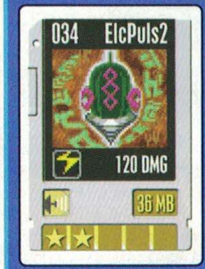
Shop:	Order Service (8000z)
Trader:	Sky Town, ACDC
Enemy:	PulsBulb, RarElcPulsr

L Code

Trader:	Sky Town, ACDC
Enemy:	PulsBulb

S Code

Trader:	Sky Town, ACDC
Enemy:	PulsBulb, RarElcPulsr



ElcPuls Series Data

A Code

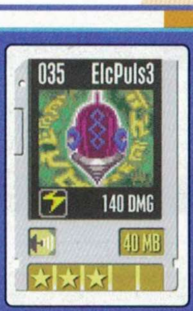
Trader:	Green Town, Sky Town, ACDC
Enemy:	PlsBulb2, RarElcPulsr, RarElcPulsr2

E Code

Shop:	Order Service (13000z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	PlsBulb2, RarElcPulsr, RarElcPulsr2

J Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	PulsBlb2



ElcPuls Series Data

A Code

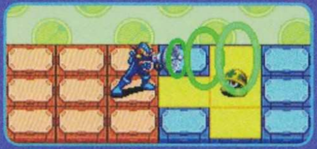
Shop:	Order Service (18000z)
Trader:	Green Town
Enemy:	PlsBulb3, RarElcPulsr2

J Code

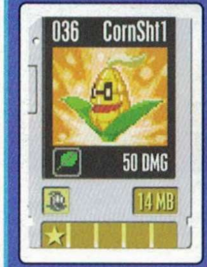
Trader:	Green Town
Enemy:	PlsBulb3

S Code

Trader:	Green Town
Enemy:	PlsBulb3, RarElcPulsr2



Releases an Electric pulse wave in a sideways "T" shape. Enemies struck by the pulse are stunned for a few seconds.



CornSht Series Data

J Code

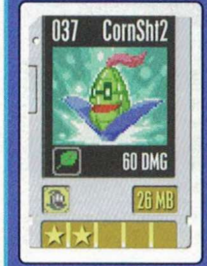
Shop:	Order Service (5300z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	BombCorn, RareCorn

K Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	BombCorn

L Code

Data:	Underground 2 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	BombCorn, RareCorn



CornSht Series Data

C Code

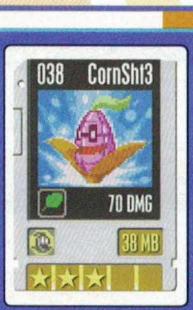
Shop:	Order Service (9500z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	MegaCorn, RareCorn, RareCorn2

D Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	MegaCorn, RareCorn, RareCorn2

E Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	MegaCorn



CornSht Series Data

P Code

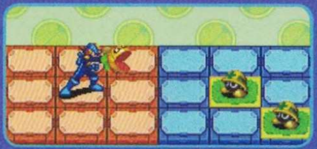
Shop	Order Service (14800z)
Trader:	Green Town
Enemy:	GigaCorn, RareCorn2

Q Code

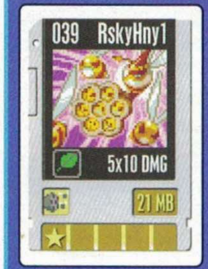
Trader:	Green Town
Enemy:	GigaCorn

R Code

Trader:	Green Town
Enemy:	GigaCorn, RareCorn2



Fires a forward shot. When the shot hits an enemy, a "domino" effect also hits any enemy in a connecting panel *behind* it, then any enemy in a connecting panel behind that one, etc. All panels with struck enemies are turned to Grass panels. The explosions can inflict multiple hits per enemy depending on how many enemies get struck.



RskyHny Series Data

B Code

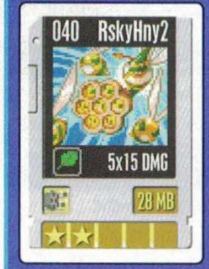
Trader:	AsterLand, Sky Town, ACDC
Enemy:	HoneyBmbr, RareHoneybo

G Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	HoneyBmbr, RareHoneybo

S Code

Shop:	Order Service (7200z)
Data:	MrWeatherComp 3 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	HoneyBmbr



RskyHny Series Data

C Code

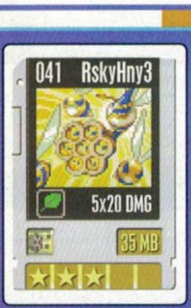
Shop:	Order Service (11400z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	HnyBmbr2, RareHoneybo, RareHoneybo2

R Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	HnyBmbr2, RareHoneybo, RareHoneybo2

V Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	HnyBmbr2



RskyHny Series Data

A Code

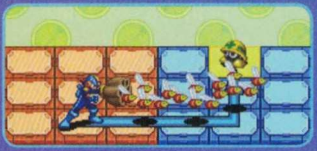
Shop:	Order Service (15600z)
Trader:	Green Town
Enemy:	HnyBmbr3, RareHoneybo2

D Code

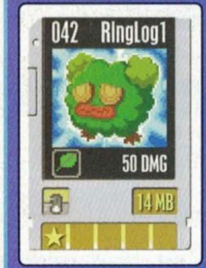
Trader:	Green Town
Enemy:	HnyBmbr3, RareHoneybo2

M Code

Trader:	Green Town
Enemy:	HnyBmbr3



Fires five rapid swarms of bees. The bees turn once to target the closest enemy. Good for hitting targets while staying out of forward attack range, or those behind obstacles.



RlngLog Series Data

I Code

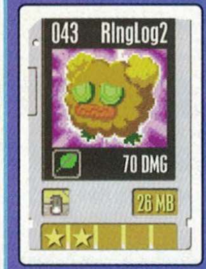
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Shrubby, RareMolecue

K Code

Data:	MrWeatherComp 2 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Shrubby, RareMolecue

P Code

Shop:	Order Service (7200z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Shrubby



RlngLog Series Data

E Code

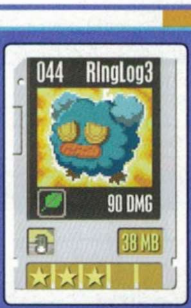
Shop:	Order Service (10200z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Shrubby2, RareMolecue, RareMolecue2

Q Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	Shrubby2, RareMolecue, RareMolecue2

Z Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	Shrubby2



RlngLog Series Data

F Code

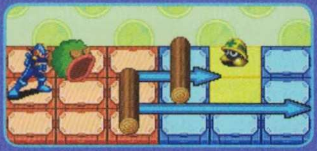
Shop:	Order Service (15600z)
Trader:	Green Town
Enemy:	Shrubby3, RareMolecue2

N Code

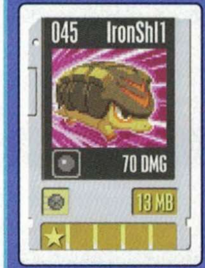
Trader:	Green Town
Enemy:	Shrubby3, RareMolecue2

W Code

Trader:	Green Town
Enemy:	Shrubby3



Releases two rolling logs in succession, each one covering two rows. The logs are destroyed upon contact with an enemy or obstacle.



IronShl Series Data

J Code

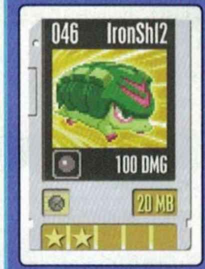
Shop:	Order Service (5200z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Armadill, RareArman

K Code

Data:	ACDC Area (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Armadill

L Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Armadill



IronShl Series Data

C Code

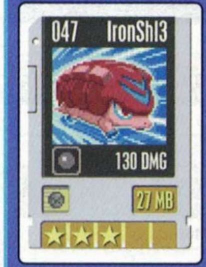
Shop:	Order Service (8000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Armadil2, RareArman, RareArman2

D Code

Data:	Immortal Area (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Armadil2

E Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Armadil2



IronShl Series Data

L Code

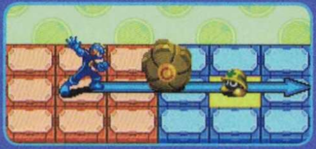
Shop:	Order Service (13400z)
Trader:	Green Town
Enemy:	Armadil3, RareArman2

M Code

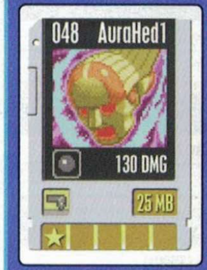
Trader:	Green Town
Enemy:	Armadil3

N Code

Trader:	Green Town
Enemy:	Armadil3



Rolls an Armadill virus along the row ahead. Breaks guards, passes through all enemies and obstacles.



AuraHed Series Data

B Code

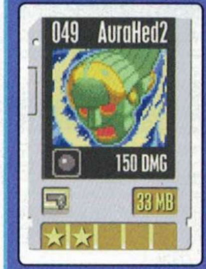
Data:	PavilionComp 3 (G)
Trader:	Sky Town, ACDC
Enemy:	HeadyA, RareMegalia

C Code

Shop:	Order Service (7000z)
Trader:	Sky Town, ACDC
Enemy:	HeadyA

D Code

Trader:	Sky Town, ACDC
Enemy:	HeadyA



AuraHed Series Data

D Code

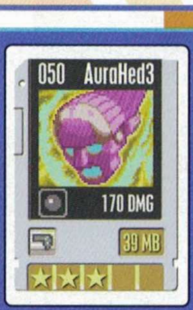
Data:	Immortal Area (G)
Trader:	Green Town, ACDC
Enemy:	HeadyH, RareHeady, RareHeady2

E Code

Shop:	Order Service (11000z)
Trader:	Green Town, ACDC
Enemy:	HeadyH

F Code

Trader:	Green Town, ACDC
Enemy:	HeadyH



AuraHed Series Data

F Code

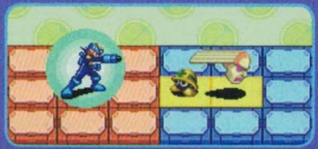
Trader:	Green Town
Enemy:	HeadyW

G Code

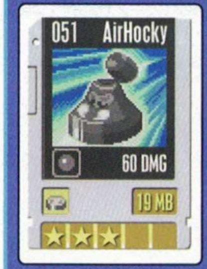
Shop:	Order Service (15000z)
Trader:	Green Town
Enemy:	HeadyW, RareHeady2

H Code

Trader:	Green Town
Enemy:	HeadyW



Throws a Heady Virus three panels forward, but only damages the last two in the attack. Also gives your Navi a one-hit protective aura.



AirHocky Series Data

L Code

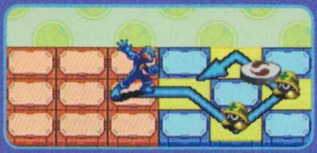
Shop:	Order Service (9000z)
Data:	Sky Area 2 (G)
Trader:	Green Town, Sky Town

M Code

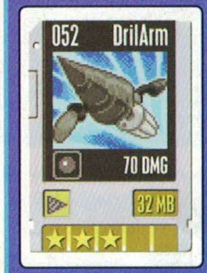
Trader:	Green Town, Sky Town
Other:	Central Town Trade Ch.5 (Barr100 H)

N Code

Shop:	AsterLand (3800z)
Trader:	Green Town, Sky Town



Releases a fast-moving hockey puck that ricochets through the enemy field. Breaks through guards, passes through 10 panels before disappearing.



G Code

Shop:	AsterLand (5000z), Order Service (9000z)
Trader:	Green Town, Sky Town

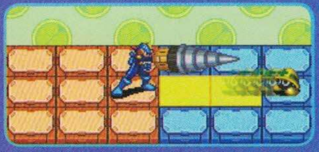
M Code

Trader:	Green Town, Sky Town, Number Trader

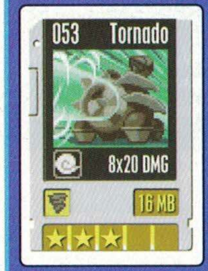
W Code

Data:	PavilionComp 1 (G)
Trader:	Green Town, Sky Town

DrilArm Series Data



MegaMan punches the two panels ahead with a massive drill. Enemies hit by the drill are pushed back if possible; those in the panel directly in front of your Navi are hit twice.



L Code

Data:	Aquarium HP (B)
Trader:	Green Town, Sky Town

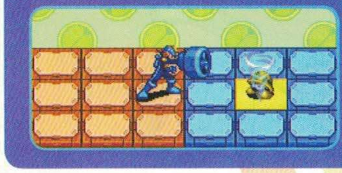
R Code

Shop:	Order Service (7000z)
Trader:	Green Town, Sky Town

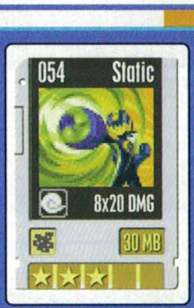
T Code

Data:	Central Area 1~3 (C)
Trader:	Green Town, Sky Town

Tornado Series Data



Projects an 8-hit tornado into the panel two ahead of MegaMan. Breaks guards. Your Navi cannot move while the tornado is in effect.



G Code

Trader:	Bug Trader

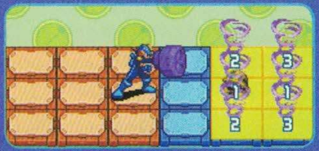
S Code

Shop:	Order Service (16000z)
Trader:	Bug Trader

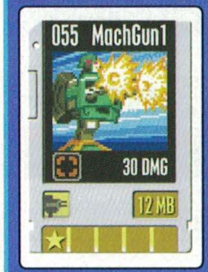
V Code

Shop:	Graveyard (14600z)
Trader:	Bug Trader

Static Series Data



Projects an 8-hit tornado two panels ahead. Projects more tornados depending on the number of bugs in your Navi's system: 1 bug = 2 tornados, 2 bugs = 4 tornados, 3 bug = 6 tornados.



A Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Gunner

R Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Gunner

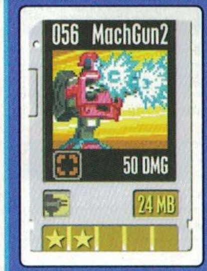
T Code

Shop:	Order Service (3600z)
Data:	Seaside Area 3 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Gunner

*** Code**

Data:	JdgTreeComp 2 (G)
Trader:	Sky Town

MachGun Series Data



E Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shooter

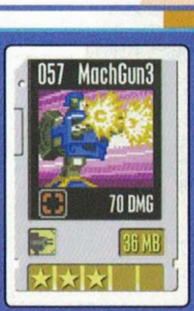
G Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shooter, RareGunner

S Code

Shop:	Order Service (7400z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shooter, RareGunner

MachGun Series Data

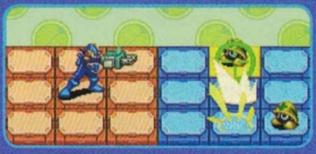


MachGun Series Data

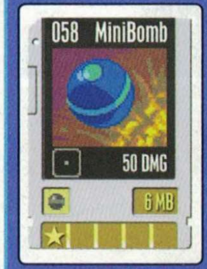
B Code	
Trader:	Green Town
Enemy:	Sniper, RareGunner2

F Code	
Trader:	Green Town
Enemy:	Sniper

M Code	
Shop:	Order Service (12200z)
Trader:	Green Town
Enemy:	Sniper



Scan the first column with enemies in it and attack with machinegun fire. Moves to the next column once all enemies in the first column are eliminated. Up to 9 shots.



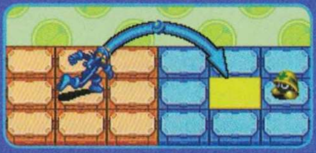
MiniBomb Series Data

B Code	
Shop:	Order Service (2800z)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr

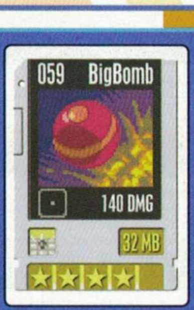
L Code	
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr

R Code	
Data:	Central Area 2 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code	
Data:	RobCtrlComp 2 (G)
Trader:	Sky Town



Lobs a bomb three panels ahead. Gets over obstacles, but hard to hit moving targets or time Full Synchros with it.

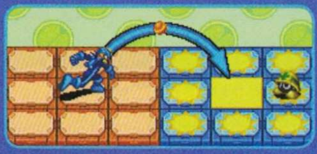


BigBombSeries Data

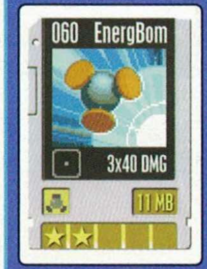
O Code	
Trader:	Sky Town, ACDC
Other:	OpRoom trade (GrabRvng I)

P Code	
Trader:	Sky Town, ACDC
Other:	"Penguins Ran Away" Job Prize

V Code	
Shop:	AsterLand (9000z) Order Service (12000z)
Trader:	Sky Town, ACDC



Lobs a bomb three panels ahead, which explodes into a 3x3 blast. Much more effective than the MiniBomb, but still hard to time for Full Synchro counters.



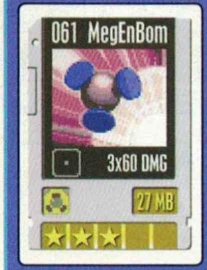
EnergBom Series Data

C Code	
Shop:	Order Service (5600z)
Data:	RobCtrlComp 2 (G)
Trader:	AsterLand, Sky Town, ACDC

K Code	
Data:	Room 1-1 Blackboard (B)
Trader:	AsterLand, Sky Town, ACDC
Folder:	ExpoFldr

V Code	
Data:	Seaside Area 2 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code	
Data:	JdgTreeComp 2 (G)
Trader:	Sky Town



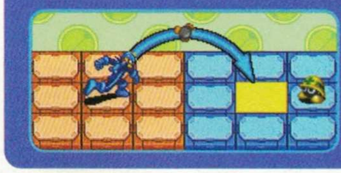
EnergBom Series Data

G Code	
Shop:	Order Service (13000z)
Data:	Sky Area 1 (G)
Trader:	Green Town, Sky Town, ACDC

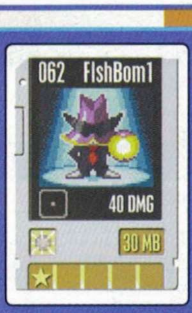
M Code	
Data:	Seaside Area 1~3 (C)
Trader:	Green Town, Sky Town, ACDC

O Code	
Data:	Green Area 2 (G), AquarumComp 3 (G)
Trader:	Green Town, Sky Town, ACDC

* Code	
Data:	MrWeatherComp 3 (G)
Trader:	Green Town, Sky Town



Acts like a MiniBomb, but has a lingering three-hit explosion, doing a heavy amount of damage.



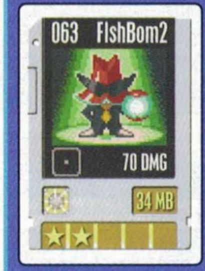
FlshBom Series Data

J Code	
Trader:	AsterLand, Green Town, ACDC
Enemy:	BigHat

L Code	
Trader:	AsterLand, Green Town, ACDC
Enemy:	BigHat

Q Code	
Shop:	Order Service (7700z)
Trader:	AsterLand, Green Town, ACDC
Enemy:	BigHat

* Code	
Trader:	Green Town

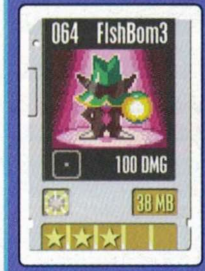


FlshBom Series Data

G Code	
Trader:	Green Town
Enemy:	BigHat2, RareShades

K Code	
Trader:	Green Town
Enemy:	BigHat2

R Code	
Shop:	Order Service (12300z)
Trader:	Green Town
Folder:	BigHat2, RareShades

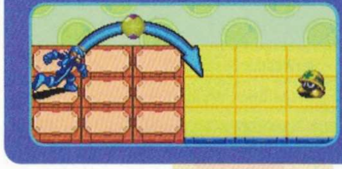


FlshBom Series Data

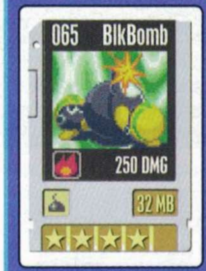
H Code	
Trader:	Green Town
Enemy:	BigHat3

P Code	
Trader:	Green Town
Enemy:	BigHat3

S Code	
Shop:	Order Service (15600z)
Trader:	Green Town
Enemy:	BigHat3, RareShades2



Lobs a bomb three panels ahead. If it lands on an empty panel, it and all 8 surrounding panels are struck for damage, and all enemies within the blast are temporarily blinded.

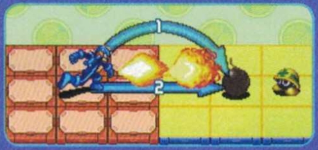


BlkBomb Series Data

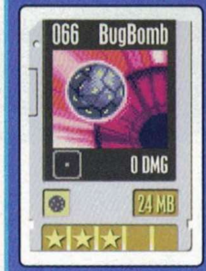
B Code	
Data:	PavilionComp 1 (G)
Trader:	Green Town, Sky Town

F Code	
Shop:	Order Service (13500z)
Data:	Green HP (P)
Trader:	Green Town, Sky Town

O Code	
Trader:	Green Town, Sky Town



Lobs a large bomb three panels ahead, which forms a 100-HP obstacle if it lands on an empty panel. When the bomb is struck by a Fire attack, it explodes, damaging all eight surrounding panels.

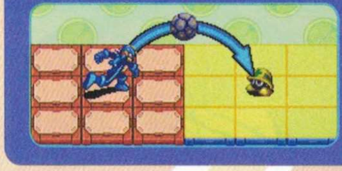


BugBomb Series Data

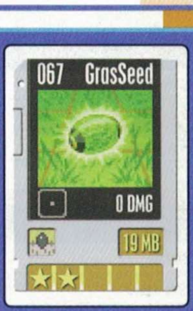
G Code	
Shop:	AsterLand (8000z)
Trader:	Green Town

S Code	
Trader:	Green Town

V Code	
Shop:	Order Service (10000z)
Trader:	Green Town



Lobs a bomb three panels ahead. If the bomb hits an enemy, all eight surrounding panels are also struck, causing random bugs in the enemies' programming.



Seed Series Data

A Code

Trader:	AsterLand, Sky Town

F Code

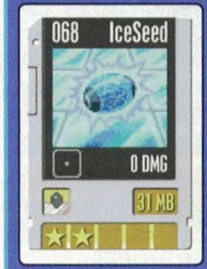
Trader:	AsterLand, Sky Town

S Code

Shop:	Order Service (6500z)
Trader:	AsterLand, Sky Town

*** Code**

Data:	JdgTreeComp 3 (G), Undernet 0 (G)
Trader:	Sky Town
Folder:	MrFolder



Seed Series Data

A Code

Data:	Pipe Comp (B)
Trader:	AsterLand, Sky Town

L Code

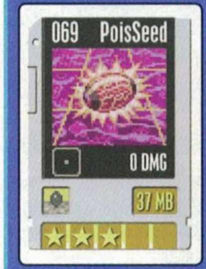
Trader:	AsterLand, Sky Town

R Code

Shop:	Order Service (8000z)
Trader:	AsterLand, Sky Town

*** Code**

Data:	ACDC HP (B)
Trader:	Sky Town
Folder:	MrFolder



Seed Series Data

H Code

Trader:	BugFrag

N Code

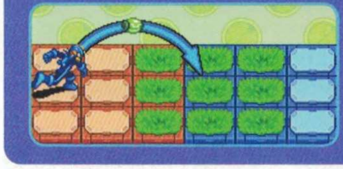
Trader:	BugFrag

P Code

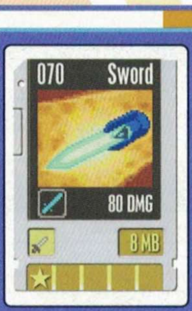
Shop:	Sky Area 1 (48 BugFrags), Order Service (16000z)
Trader:	BugFrag

*** Code**

Trader:	BugFrag



Lobs a seed three panels ahead. If the seed lands in an empty panel, it and the eight surrounding panels change to the panel type matching the seed.



Sword Series Data

H Code

Trader:	AsterLand, Sky Town, ACDC

L Code

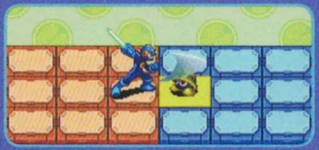
Data:	Central Area 1 (G)
Trader:	AsterLand, Sky Town, ACDC

S Code

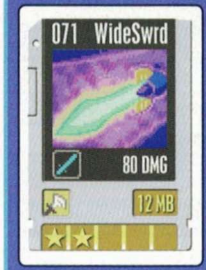
Shop:	Order Service (3700z)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr, ExpoFldr, SoulFldr

*** Code**

Data:	AquarumComp 1 (G)
Trader:	Sky Town
Folder:	MrFolder



Slice through the panel directly ahead of your Navi. Quick and effective, but short range can prove tricky.



WideSwrd Series Data

H Code

Trader:	AsterLand, Sky Town, ACDC

L Code

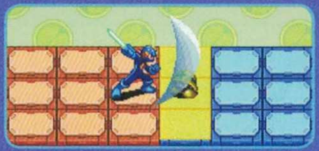
Trader:	AsterLand, Sky Town, ACDC

S Code

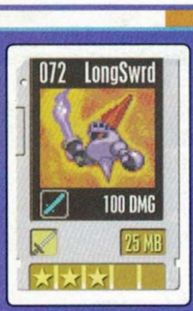
Shop:	Order Service (7700z)
Data:	Central Area 2 (G)
Trader:	AsterLand, Sky Town, ACDC
Folder:	LanFldr, GiftFldr, ExpoFldr, SoulFldr

*** Code**

Data:	Green Area 2 (G), AquarumComp 1 (G)
Trader:	Sky Town



Slice through the three vertical panels directly ahead of your Navi. Good for hitting multiple enemies, or hitting them while staying out of their forward attack range.



LongSwrd Series Data

H Code

Data:	Central Area 3 (G), RobCtrlComp 2 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Swordy

L Code

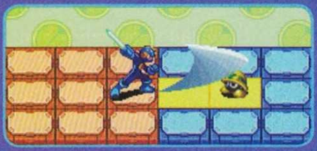
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Swordy

S Code

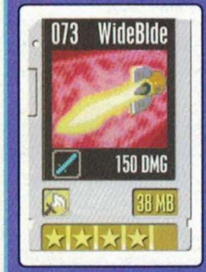
Shop:	Order Service (9000z)
Trader:	AsterLand, Sky Town, ACDC
Folder:	Bonpack, SoulFldr
Enemy:	Swordy

* Code

Data:	Underground 2 (G)
Trader:	Sky Town



Slices through two horizontal panels directly ahead of your Navi. Good for hitting enemies hiding behind obstacles.



Blade Series Data

B Code

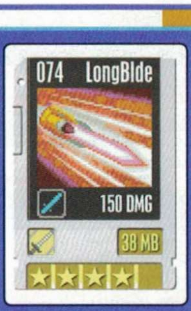
Shop:	Order Service (17000z)
Data:	Seaside Area 3 (P)
Trader:	Green Town, Sky Town
Folder:	MrFolder

R Code

Data:	Green Area 1~2 (C)
Trader:	Green Town, Sky Town

W Code

Data:	Undernet 2 (G)
Trader:	Green Town, Sky Town



Blade Series Data

B Code

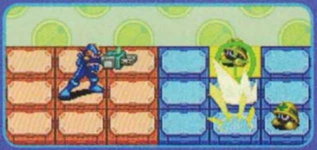
Shop:	Order Service (17000z)
Data:	PavilionComp 4 (B)
Trader:	Green Town, Sky Town
Folder:	MrFolder

M Code

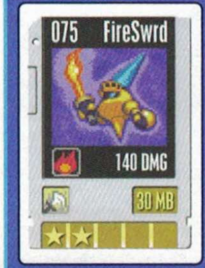
Shop:	AsterLand (6200z)
Trader:	Green Town, Sky Town

V Code

Data:	Undernet 3 (G)
Trader:	Green Town, Sky Town



The Blades have the same attack ranges as the WideSwrd and LongSwrd, only they have more power. However, they cannot be used as part of the LifeSrd Program Advance, so they're not very good replacements.



FAEBSwrd Series Data

F Code

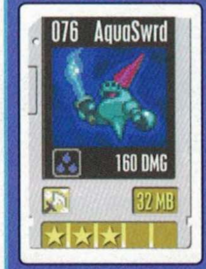
Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy2, RareSwordy2

O Code

Shop:	Order Service (10000z)
Data:	JdgTreeComp 3 (G)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy2

Z Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy2



FAEBSwrd Series Data

A Code

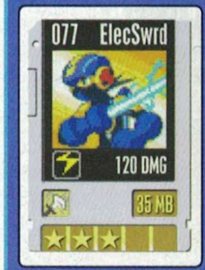
Data:	PavilionComp 4 (G)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy3, RareSwordy3

I Code

Shop:	Order Service (12000z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy3

Y Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	Swordy3



FAEBSwrd Series Data

E Code

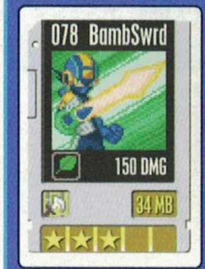
Data:	Central Area 3 (P), Undernet 3 (G)
Trader:	Green Town, Sky Town

K Code

Shop:	Order Service (14000z)
Trader:	Green Town, Sky Town

N Code

Trader:	Green Town, Sky Town



FAEBSwrd Series Data

H Code

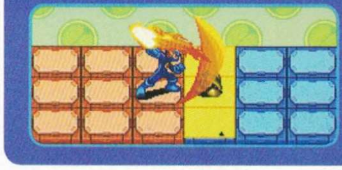
Trader:	Green Town, Sky Town

S Code

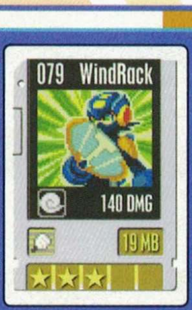
Shop:	Order Service (13000z)
Trader:	Green Town, Sky Town

W Code

Shop:	Seaside Area 3 (4200z)
Trader:	Green Town, Sky Town



Slices the panels ahead like a WideSwrd attack, but with the added power of an Element attack. *Very* powerful against certain enemies.



WindRack Series Data

F Code

Shop:	ACDC Area (7200z), Order Service (15000z)
Trader:	Green Town, Sky Town

J Code

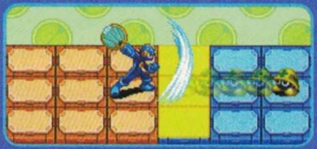
Trader:	Green Town, Sky Town

R Code

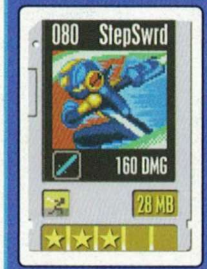
Data:	Graveyard 2 (G)
Trader:	Green Town, Sky Town

*** Code**

Trader:	Green Town, Sky Town
Other:	Virus Battle #v4 prize



Attacks with a WideSwrd-style attack. Any enemies hit by the attack are pushed backwards as long as there are open panels behind them.



StepSwrd Series Data

B Code

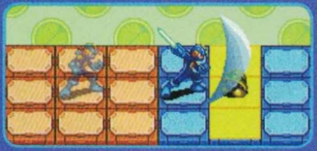
Shop:	Order Service (17200z)
Data:	Lab'sComp 2 (B)
Trader:	Green Town, Sky Town

L Code

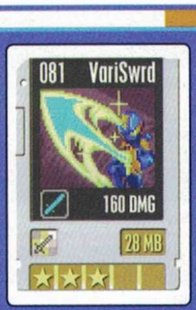
Data:	JdgTreeComp 1 (B)
Trader:	Green Town, Sky Town

P Code

Data:	Undernet 1 (G)
Trader:	Green Town, Sky Town



Your Navi steps forward two panels (even into enemy panels) and attacks with a WideSwrd attack. If the panel your Navi is to step into is occupied, the attack will be cancelled.



VariSwrd Series Data

K Code

Shop:	Order Service (18800z)
Trader:	Green Town, Sky Town

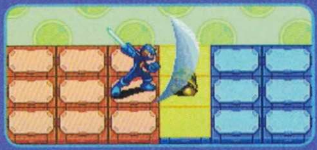
V Code

Data:	Immortal Area (G)
Trader:	Green Town, Sky Town
Folder:	MrFolder

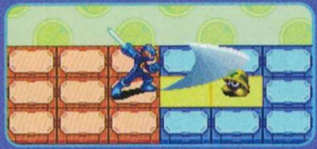
W Code

Data:	ACDC HP (P)
Trader:	Green Town, Sky Town

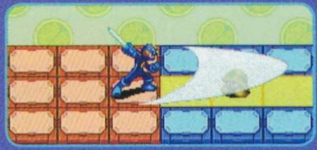
When used normally, strikes with a simple Sword attack. But by holding down the A Button and inputting certain commands within 0.8 seconds, the style of attack changes. The strength of the attack does not change, however.



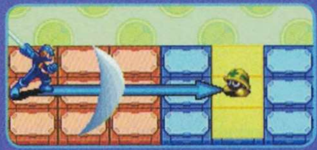
WideSword (↑ → ↓): Attack with WideSwrd-style slice.



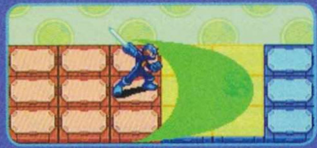
LongSword (↑ ↘ →): Attack with LongSwrd-style slice.



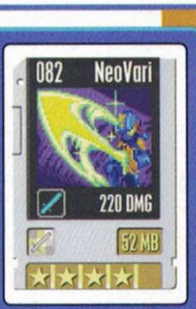
FighterSword (← ↙ ↓ ↘ →): Attack three panels ahead.



SonicBoom (← B → B): Hurl a three-panel-wide wave forward. Wave dissipates upon contact with an enemy or obstacle.



LifeSword (← ↖ ↑ ↗ →): Attack with LifeSrd-style slice.

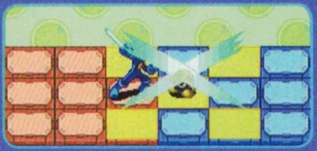


NeoVari Series Data

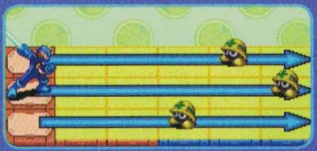
N Code

Shop:	Sky Area 1 (80 BugFrags), Order Service (26000z)
Data:	Undernet 2 (B), Underground 1~2 (Y)
Trader:	Bug Trader

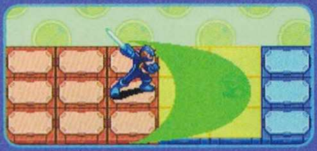
When used normally, strikes with a simple Sword attack. But by holding down the A Button and inputting certain commands within 0.8 seconds, the style of attack changes. The strength of the attack does not change, however.



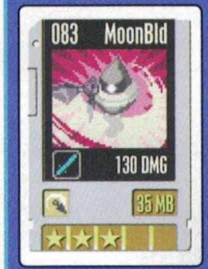
CrossSword (↓ → ↑): Slice through the panel ahead plus all four connecting diagonal panels.



DoubleLife (↑ B ↓ B ↑ B): Attack twice with the LifeSrd-style slice.



SuperSonic (← → ← B): Hurl a three-panel-wide wave forward. Passes through all enemies and obstacles.



MoonBld Series Data

A Code

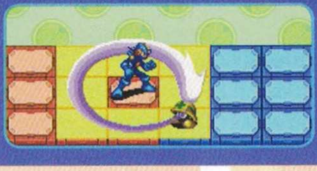
Shop:	Order Service (12000z)
Data:	Graveyard 2 (G)
Trader:	Green Town, Sky Town

M Code

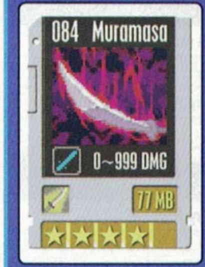
Data:	Undernet 1~3 (C)
Trader:	Green Town, Sky Town

T Code

Trader:	Green Town, Sky Town



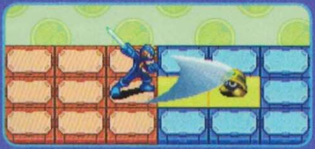
Slices all eight panels surrounding your Navi. Good for attacking enemies sneaking into your side of the field.



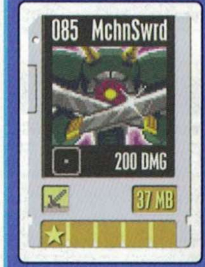
Muramasa Series Data

M Code

Shop:	Order Service (22000z)
Data:	Undernet 1 (P), Undernet 3 (Y), Immortal Area (Y)
Trader:	BugFrag



Attacks with LongSwrd range. Damage done is equal to the amount of HP your Navi is missing. Risky to use, but can end a fight fast. Be sure to have UnderSht Program installed for maximum damage.



MchnSwrd Series Data

H Code

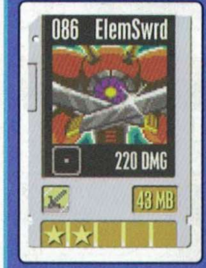
Trader:	Green Town
Enemy:	DarkMech

L Code

Shop:	Order Service (9900z)
Trader:	Green Town
Enemy:	DarkMech

Q Code

Trader:	Green Town
Enemy:	DarkMech



MchnSwrd Series Data

J Code

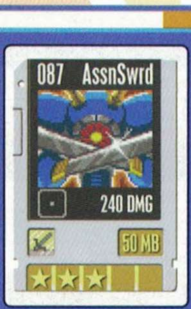
Trader:	Green Town
Enemy:	ElecMech, RareMech

M Code

Shop:	Order Service (12700z)
Trader:	Green Town
Enemy:	ElecMech, RareMech

U Code

Trader:	Green Town
Enemy:	ElecMech



MchnSwrd Series Data

N Code

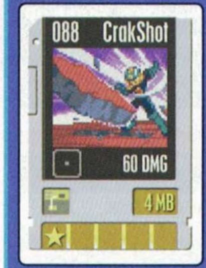
Trader:	BugFrag
Enemy:	DoomMech, RareMech2

R Code

Shop:	Order Service (15500z)
Trader:	BugFrag
Enemy:	DoomMech, RareMech2

Y Code

Trader:	BugFrag
Enemy:	DoomMech



CrakShot Series Data

A Code

Shop:	Order Service (3400z)
Trader:	AsterLand, Sky Town, ACDC

G Code

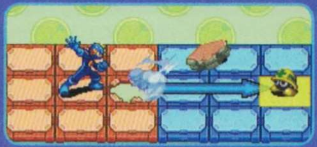
Trader:	AsterLand, Sky Town, ACDC

T Code

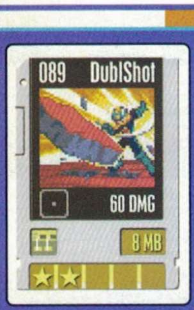
Trader:	AsterLand, Sky Town, ACDC

* Code

Trader:	Sky Town
Folder:	LanFldr, GiftFldr



Hurls the panel directly ahead of your Navi forward, creating a hole. Works on any open panel.



DublShot Series Data

C Code

Trader:	AsterLand, Sky Town, ACDC
Other:	Ch2 Room 1-2 Trade (EnergBom K)

R Code

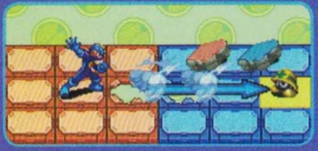
Shop:	Order Service (8000z)
Data:	Sky Area 1 (G)
Trader:	AsterLand, Sky Town, ACDC

U Code

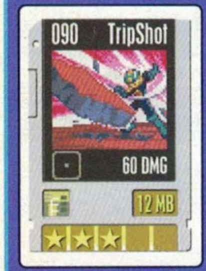
Data:	PavilionComp 3 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code

Data:	StfToySpComp (B)
Trader:	Sky Town
Folder:	ExpoFldr



Hurls the two horizontal panels ahead of your Navi forward, creating two holes. Works on any open panels.



TripShot Series Data

J Code

Trader:	AsterLand, Sky Town, ACDC

L Code

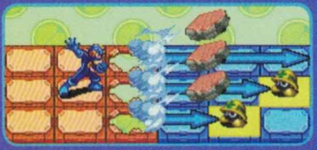
Data:	Seaside Area 3 (G)
Trader:	AsterLand, Sky Town, ACDC

V Code

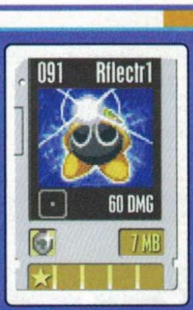
Shop:	Order Service (10600z)
Data:	Undernet 2 (G)
Trader:	AsterLand, Sky Town, ACDC

* Code

Data:	GuidPanlComp (B)
Trader:	Sky Town



Hurls the three vertical panels in front of your Navi forward, creating three holes. Works on any open panels.



Rflectr Series Data

A Code

Shop:	Order Service (3500z)
Data:	Seaside 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Mettaur

C Code

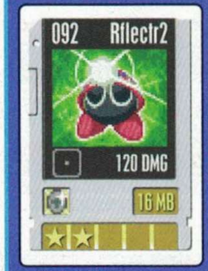
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Mettaur

P Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Mettaur

* Code

Trader:	Sky Town
Enemy:	RareMettaur



Rflectr Series Data

B Code

Shop:	Order Service (7000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Mettaur2

G Code

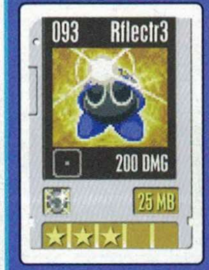
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Mettaur2

Y Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Mettaur2

* Code

Trader:	Green Town, Sky Town
Enemy:	RareMettaur, RareMettaur2



Rflectr Series Data

E Code

Shop:	Order Service (11500z)
Trader:	Green Town
Enemy:	Mettaur3

F Code

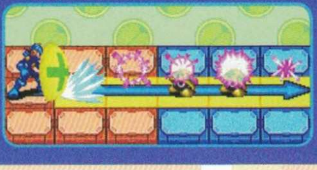
Trader:	Green Town
Enemy:	Mettaur3

O Code

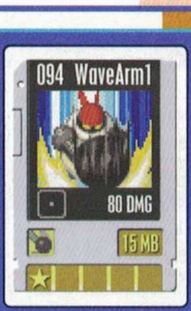
Trader:	Green Town
Enemy:	Mettaur3

* Code

Trader:	Green Town
Enemy:	RareMettaur2



Deflects an enemy attack and automatically counterattacks with a fast blast-wave that passes through all enemies and obstacles. Good early-use Chip.



WaveArm Series Data

E Code

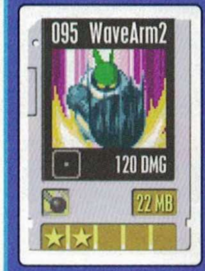
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Quaker

F Code

Data:	Underground 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Folder:	AprtcFld
Enemy:	Quaker

G Code

Shop:	Order Service (6900z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Quaker, RareQuaker



WaveArm Series Data

L Code

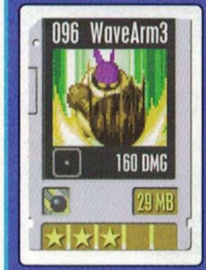
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shaker, RareShaker, RareShaker2

M Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shaker

N Code

Shop:	Order Service (10600z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Shaker



WaveArm Series Data

R Code

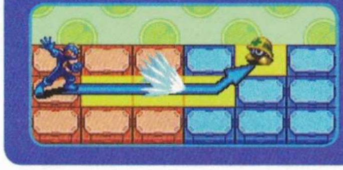
Trader:	Green Town
Enemy:	Breaker, RareBreaker2

S Code

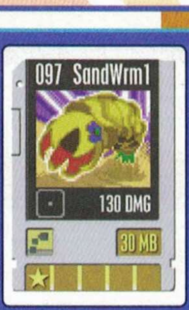
Trader:	Green Town
Enemy:	Breaker, RareBreaker2

T Code

Shop:	Order Service (14400z)
Trader:	Green Town
Enemy:	Breaker



Releases a shockwave that pierces through guards and obstacles. The shockwave can move up or down one panel as it proceeds, towards the nearest enemy.



SandWrm Series Data

A Code

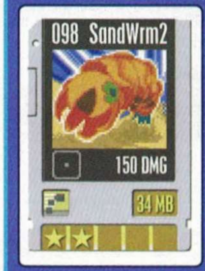
Trader:	Green Town, ACDC
Enemy:	SnakeArm, RareSnakeArm

G Code

Trader:	Green Town, ACDC
Enemy:	SnakeArm, RareSnakeArm

L Code

Shop:	Order Service (8000z)
Trader:	Green Town, ACDC
Enemy:	SnakeArm



SandWrm Series Data

B Code

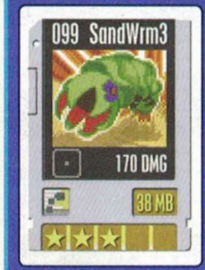
Trader:	Green Town
Enemy:	SnakeAr2, RareSnakeArm, RareSnakeArm2

R Code

Trader:	Green Town
Enemy:	SnakeAr2, RareSnakeArm, RareSnakeArm2

Y Code

Shop:	Order Service (12000z)
Trader:	Green Town
Enemy:	SnakeAr2



SandWrm Series Data

H Code

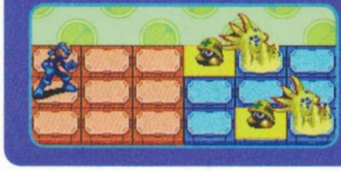
Trader:	BugFrag
Enemy:	SnakeAr3, RareSnakeArm2

J Code

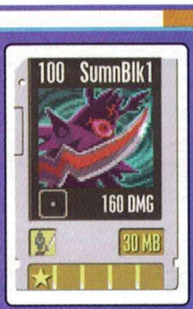
Trader:	BugFrag
Enemy:	SnakeAr3

S Code

Shop:	Order Service (16000z)
Trader:	BugFrag
Enemy:	SnakeAr3, RareSnakeArm2



SnakeArm viruses leap up and attack all enemies from behind. Only works on enemies who have empty panels behind them.

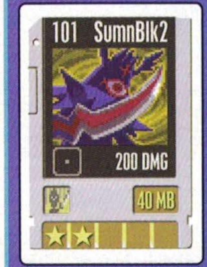


SumnBlk Series Data

E Code	
Data:	PavilionComp 2 (G)
Trader:	Sky Town, ACDC
Enemy:	Nghtmare

I Code	
Shop:	Order Service (9200z)
Trader:	Sky Town, ACDC
Enemy:	Nghtmare

P Code	
Trader:	Sky Town, ACDC
Enemy:	Nghtmare

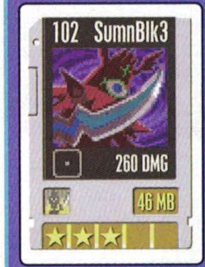


SumnBlk Series Data

H Code	
Trader:	Green Town, ACDC
Enemy:	Blckmare, NightRare

O Code	
Shop:	Order Service (14500z)
Trader:	Green Town, ACDC
Enemy:	Blckmare

V Code	
Trader:	Green Town, ACDC
Enemy:	Blckmare, NightRare

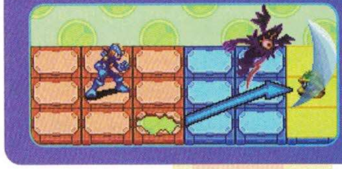


SumnBlk Series Data

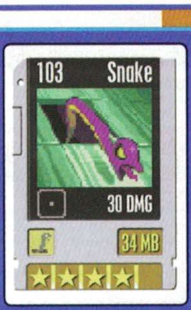
W Code	
Trader:	Green Town
Enemy:	Darkmare, NightRare2

Y Code	
Shop:	Order Service (19800z)
Trader:	Green Town
Enemy:	Darkmare, NightRare2

Z Code	
Trader:	Green Town
Enemy:	Darkmare



Summons Nghtmare Viruses from any holes in your side of the field to attack enemies.

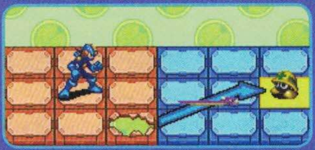


Snake Series Data

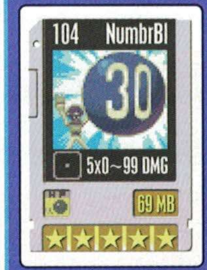
H Code	
Shop:	Order Service (9500z)
Data:	Room6-2Comp (P)
Trader:	Green Town, Sky Town

L Code	
Data:	ACDC Area (C), Sky Area 1~2 (C)
Trader:	Green Town, Sky Town

M Code	
Data:	Graveyard 1 (G)
Trader:	Green Town, Sky Town

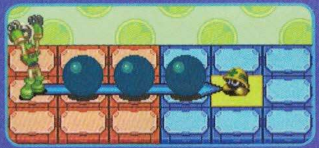


Snakes pop up from any holes in your Navi's side of the field and attack enemies. One snake per hole.

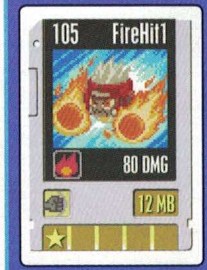


NumbrBl Series Data

N Code	
Shop:	AsterLand (12600z), Order Service (24000z)
Data:	Sky Area 1~2 (Y)



Rolls five balls across the row. Damage for each ball is equal to the last two digits in your Navi's current HP.

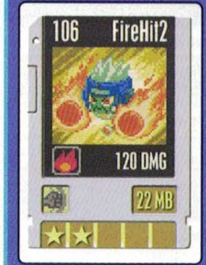


FireHit Series Data

D Code	
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Champy, RareChampy

E Code	
Shop:	Order Service (5000z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Champy

F Code	
Data:	Lab'sComp 1 (B), Seaside Area 2 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Champy

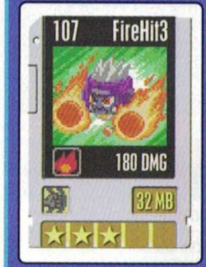


FireHit Series Data

R Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	SoulFldr
Enemy:	Chumpy, RareChampy, RareChampy2

S Code	
Shop:	Order Service (9500z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	SoulFldr
Enemy:	Chumpy, RareChampy, RareChampy2

T Code	
Data:	PavilionComp 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	SoulFldr
Enemy:	Chumpy

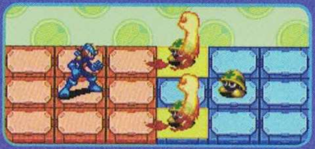


FireHit Series Data

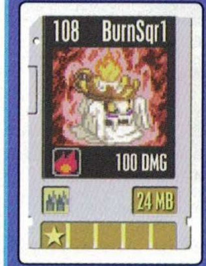
A Code	
Trader:	Green Town
Enemy:	Chimpy, RareChampy2

B Code	
Shop:	Order Service (14000z)
Trader:	Green Town
Enemy:	Chimpy

C Code	
Trader:	Green Town
Enemy:	Chimpy



Flaming punches attack all enemies in the column closest to your Navi, up to three columns away. There is a slight delay before the punch is unleashed.

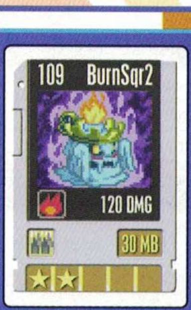


BurnSqr Series Data

H Code	
Shop:	Order Service (8000z)
Data:	Undernet 2 (G)
Trader:	Sky Town, ACDC
Enemy:	HntdCndl, RareHntdCndl

P Code	
Trader:	Sky Town, ACDC
Enemy:	HntdCndl

V Code	
Trader:	Sky Town, ACDC
Enemy:	HntdCndl, RareHntdCndl

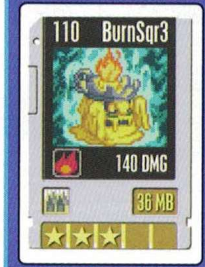


BurnSqr Series Data

D Code	
Shop:	Order Service (12500z)
Trader:	Green Town, ACDC
Enemy:	HntdCdl2, RareHntdCdl, RareHntdCdl2

M Code	
Trader:	Green Town, ACDC
Enemy:	HntdCdl2

T Code	
Trader:	Green Town, ACDC
Enemy:	HntdCdl2



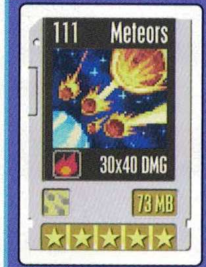
BurnSqr Series Data

E Code	
Shop:	Order Service (17000z)
Trader:	Green Town
Enemy:	HntdCdl3, RareHntdCdl2

O Code	
Trader:	Green Town
Enemy:	HntdCdl3, RareHntdCdl2

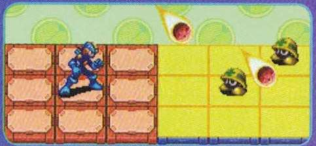
Z Code	
Trader:	Green Town
Enemy:	HntdCdl3

A 2x2 targeting reticule moves around the enemy. Press the A button to send flames into the four-panel-square area.

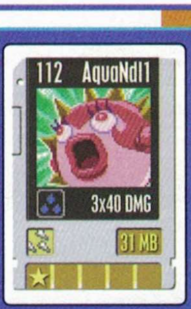


Meteors Series Data

R Code	
Shop:	Order Service (25400z)
Data:	Undernet 1 (Y), Undernet 0 (Y), ACDC Area (Y), Graveyard 2 (C)



Drops thirty meteors onto random panels in the enemy field. Full Synchro and Attck+ bonuses apply to every meteor.



AquaNdl Series Data

C Code

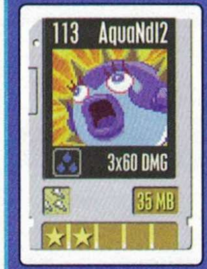
Data:	MrWeatherComp 1 (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Puffy, RarePuffy

J Code

Trader:	AsterLand, Sky Town, ACDC
Enemy:	Puffy

P Code

Shop:	Order Service (4900z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Puffy



AquaNdl Series Data

F Code

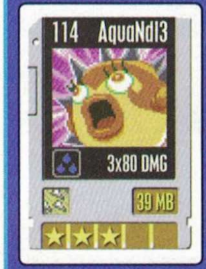
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Puffy2, RarePuffy, RarePuffy2

K Code

Shop:	Order Service (8800z)
Data:	PavilionComp 4 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Puffy2

T Code

Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Puffy2, RarePuffy, RarePuffy2



AquaNdl Series Data

A Code

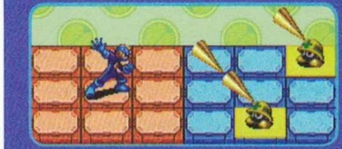
Shop:	Order Service (12700z)
Trader:	Green Town
Enemy:	Puffy3, RarePuffy2

L Code

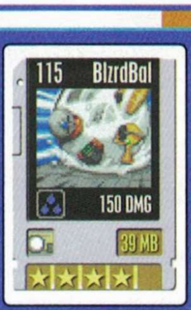
Trader:	Green Town
Enemy:	Puffy3

U Code

Trader:	Green Town
Enemy:	Puffy3



Your Navi hurls three needles through the air, which automatically target any enemy-occupied panels. Due to the delay of the throw, fast enemies can avoid this attack easily. But it's good for hitting stationary foes.



BlzrdBal Series Data

H Code

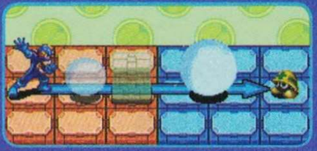
Trader:	Number Trader, BugFrag

N Code

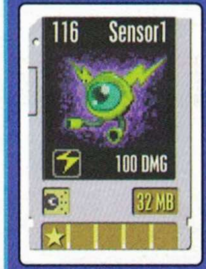
Data:	Undernet 3 (Y), Immortal Area (Y)
Trader:	BugFrag

T Code

Shop:	Graveyard (18400z), Order Service (20000z)
Trader:	BugFrag



Throws a large snowball across the row. If it comes into contact with an obstacle like a RockCube, it picks up the obstacle and adds the obstacle's HP to its attack power.



Sensor Series Data

J Code

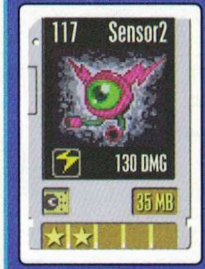
Trader:	Sky Town, ACDC
Enemy:	KillerEye, RareKillerEye

O Code

Trader:	Sky Town, ACDC
Enemy:	KillerEye, RareKillerEye

W Code

Shop:	Order Service (10000z)
Trader:	Sky Town, ACDC
Enemy:	KillerEye



Sensor Series Data

N Code

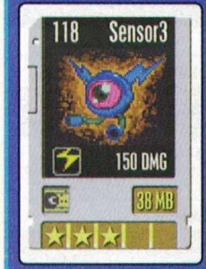
Trader:	Green Town, ACDC
Enemy:	DemonEye, RareKillerEye, RareKillerEye2

U Code

Trader:	Green Town, ACDC
Enemy:	DemonEye, RareKillerEye, RareKillerEye2

Y Code

Shop:	Order Service (15000z)
Trader:	Green Town, ACDC
Enemy:	DemonEye



Sensor Series Data

I Code

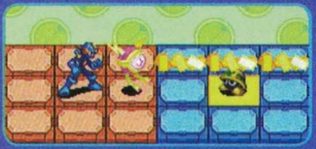
Trader:	Green Town
Enemy:	JokerEye, RareKillerEye2

K Code

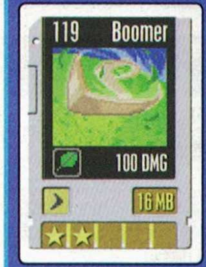
Trader:	Green Town
Enemy:	JokerEye

Q Code

Shop:	Order Service (20000z)
Trader:	Green Town
Enemy:	JokerEye



Places a KillerEye Virus in the panel ahead of your Navi. If enemies draw level with it, the Virus fires a piercing beam across the row.



Boomer Series Data

J Code

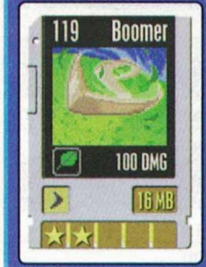
Data:	Underground 2 (G), Central Area 1~3 (C)
Trader:	AsterLand, Sky Town, ACDC
Folder:	AprtcFld

K Code

Shop:	Order Service (5400z)
Trader:	AsterLand, Sky Town, ACDC

T Code

Data:	JdgTreeComp 2 (G)
Trader:	AsterLand, Sky Town, ACDC



Boomer Series Data

B Code

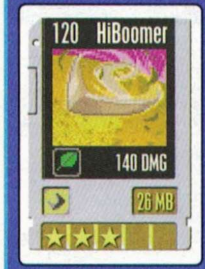
Shop:	ACDC Area (5000z)
Trader:	Green Town, Sky Town

L Code

Shop:	Order Service (9900z)
Data:	Immortal Area (G)
Trader:	Green Town, Sky Town

V Code

Trader:	Green Town, Sky Town
Other:	Aquarium 1 trade (DublShot C)



Boomer Series Data

I Code

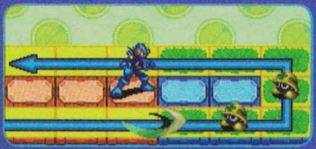
Trader:	BugFrag

M Code

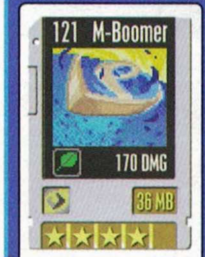
Trader:	Number Trader, BugFrag

W Code

Shop:	Graveyard (10000z), Order Service (15200z)
Trader:	BugFrag



Sends a Wood boomerang flying through the outer area of the battlefield, cutting through all enemies and obstacles. Turns all enemy-area panels it passes through to Grass panels. Good for hitting enemies sneaking into your Navi's side of the field since it also passes through your field.



Lance Series Data

A Code

Shop:	Order Service (11000z)
Trader:	Green Town, Sky Town

R Code

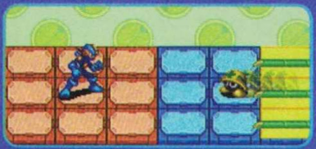
Trader:	Green Town, Sky Town

W Code

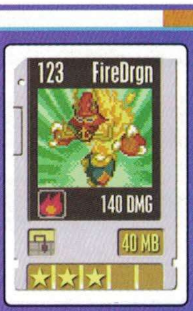
Data:	Green Area 1 (P)
Trader:	Green Town, Sky Town

*** Code**

Trader:	Number Trader, Green Town, Sky Town



Bamboo lances pierce through the rightmost column of the enemy area. Enemies struck by the lances are pushed forward one panel if the space is open.

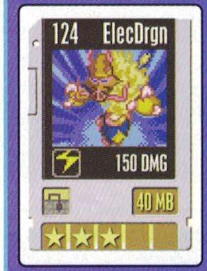


Dragon Series Data

G Code	
Trader:	Green Town
Enemy:	ErthDrgn, HakuRyu

R Code	
Shop:	Order Service (10000z)
Trader:	Green Town
Enemy:	ErthDrgn, HakuRyu

T Code	
Trader:	Green Town
Enemy:	ErthDrgn

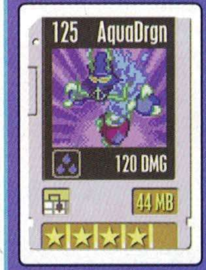


Dragon Series Data

A Code	
Trader:	Green Town
Enemy:	ThdrDrgn, KokuRyu

L Code	
Shop:	Order Service (13600z)
Trader:	Green Town
Enemy:	ThdrDrgn, KokuRyu

V Code	
Trader:	Green Town
Enemy:	ThdrDrgn

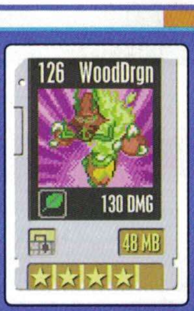


Dragon Series Data

H Code	
Trader:	Green Town
Enemy:	WatrDrgn, HakuRyu

P Code	
Shop:	Order Service (17200z)
Trader:	Green Town
Enemy:	WatrDrgn

S Code	
Trader:	Green Town
Enemy:	WatrDrgn, HakuRyu

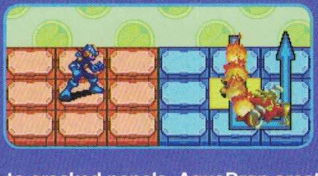


Dragon Series Data

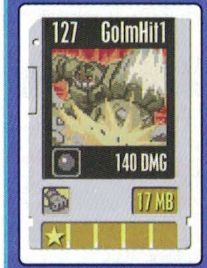
G Code	
Trader:	BugFrag
Enemy:	WoodRyu, KokuRyu

T Code	
Shop:	Order Service (22000z)
Trader:	BugFrag
Enemy:	WoodRyu, KokuRyu

V Code	
Trader:	BugFrag
Enemy:	WoodRyu



Sends a Dragon down through the first enemy-occupied column, which turns and runs up through the next column behind. ElecDrgn also turns the panels it travels through to cracked panels, AquaDrgn creates Ice Panels, while WoodDrgn creates Grass Panels.

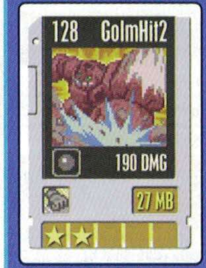


GolmHit Series Data

I Code	
Data:	ACDC Area (G)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Cragger

K Code	
Shop:	Order Service (5900z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Cragger

Y Code	
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Cragger

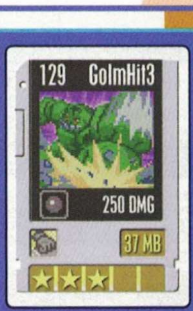


GolmHit Series Data

D Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	MetlCrgr, RareGolem

P Code	
Shop:	Order Service (8900z)
Data:	Graveyard 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	MrFolder
Enemy:	MetlCrgr, RareGolem

U Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	MetlCrgr



GolmHit Series Data

H Code

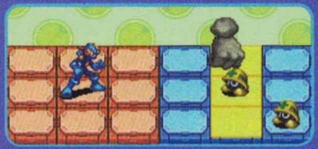
Trader:	Green Town
Enemy:	BigGrggr

M Code

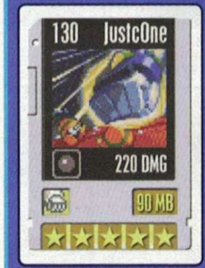
Shop:	Order Service (13900z)
Trader:	Green Town
Enemy:	BigGrggr, RareGolem2

V Code

Trader:	Green Town
Enemy:	BigGrggr, RareGolem2



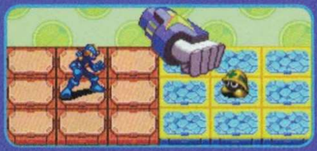
Throws a Cragger's fist into the first enemy-occupied column, striking all panels in the column. Good for breaking through guarded enemies.



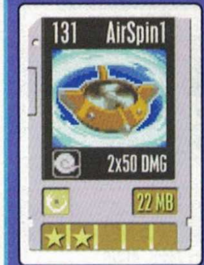
JustcOne Series Data

J Code

Shop:	Order Service (27800z)
Trader:	BugFrag
Other:	ACDC HP trade (BigBomb O)



A colossal Duo fist crashes down into the enemy area, damaging everything in the area and cracking all panels.



AirSpin Series Data

F Code

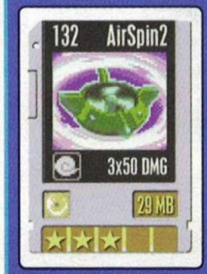
Trader:	AsterLand, Green Town, Sky Town, ACDC
Other:	Virus Battle #V1 prize

G Code

Data:	Undernet 0 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

R Code

Shop:	Order Service (7000z)
Data:	Seaside Area 1~3 (C)
Trader:	AsterLand, Green Town, Sky Town, ACDC



AirSpin Series Data

A Code

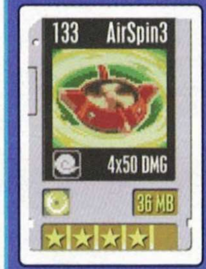
Data:	Undernet 2 (G)
Trader:	Green Town, Sky Town

L Code

Trader:	Green Town, Sky Town
Other:	AirCndtrComp trade (AuraHed1 B, Chapter 6)

T Code

Shop:	Order Service (11400z)
Trader:	Green Town, Sky Town



AirSpin Series Data

N Code

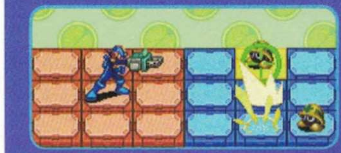
Trader:	BugFrag

O Code

Trader:	Number Trader, BugFrag

T Code

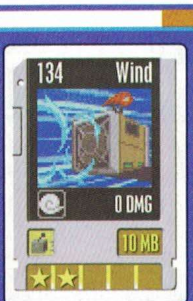
Shop:	Undernet 0 (12900z) Order Service (16200z)
Trader:	BugFrag



Slides an air machine forward that stops in front of an enemy or obstacle. Once it stops, creates multiple air waves that strike all surrounding panels. If the machine slides all the way off the field, it creates a wave only in the rightmost column.

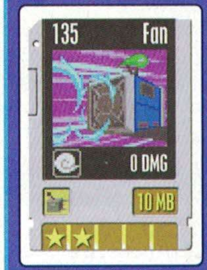
Jack In
Download

Wind Series Data

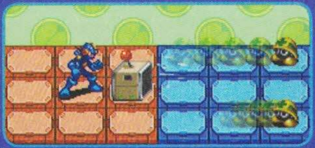


* Code	
Shop:	Order Service (4000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	WindBox, WindBox2, RareBox

Wind Series Data

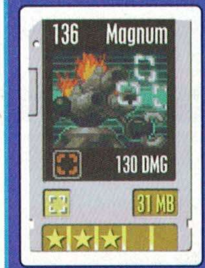


* Code	
Shop:	Order Service (4000z)
Data:	Lab'sComp 1 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	VacuumFan, VacuumFan2



Wind creates a WindBox Virus in front of your Navi, Fan creates a VacuumFan Virus. Each type has 40 HP. Periodically blows enemies backwards or pulls them forwards, depending on the Chip used. Only one can be on the field at a time; if a second is used, it replaces the first.

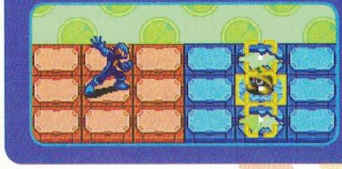
Magnum Series Data



F Code	
Shop:	ACDC Area (8800z)
Trader:	Green Town, Sky Town

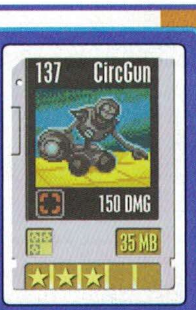
L Code	
Shop:	Order Service (11700z)
Data:	PavilionComp 3 (G)
Trader:	Green Town, Sky Town

W Code	
Trader:	Green Town, Sky Town



A trio of targeting reticules cycle through all enemy columns. Press A to stop the reticules and fire. All empty panels become holes, occupied panels are cracked.

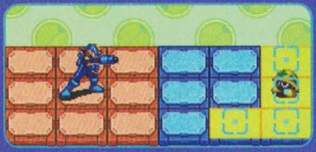
CircGun Series Data



P Code	
Data:	Underground 1 (P)
Trader:	Green Town, Sky Town

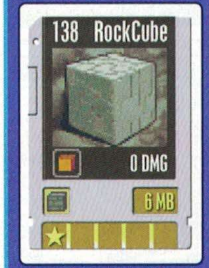
T Code	
Shop:	Order Service (12500z)
Data:	Graveyard 1 (G)
Trader:	Green Town, Sky Town

V Code	
Trader:	Number Trader, Green Town, Sky Town

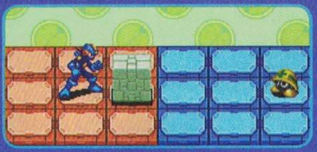


Sends a targeting reticule circling the perimeter of the enemy field. Press A to stop the reticule and attack the target panel plus the next three in the sequence.

RockCube Series Data

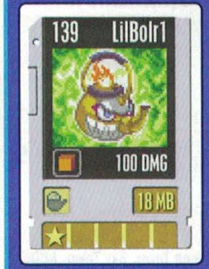


* Code	
Shop:	Order Service (5000z)
Data:	Green Area 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC



Places a 200 HP RockCube in the panel in front of your Navi, forming an obstacle. Does not work if the panel is occupied. Hit the Cube with an AirShot attack to hurl it forward, doing damage to anything it hits equal to the cube's current HP.

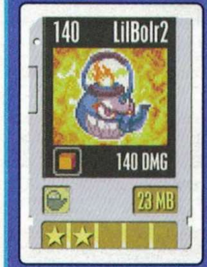
LilBolr Series Data



F Code	
Shop:	Order Service (6300z)
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Kettle

K Code	
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Kettle

L Code	
Trader:	AsterLand, Sky Town, ACDC
Enemy:	Kettle

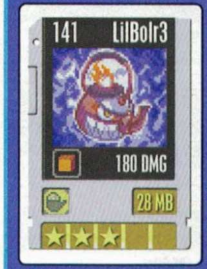


LilBolr Series Data

E Code	
Shop:	Order Service (9300z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	SuprKetl

MCode	
Trader:	Green Town, Sky Town, ACDC
Enemy:	SuprKetl

VCode	
Trader:	Green Town, Sky Town, ACDC
Enemy:	SuprKetl

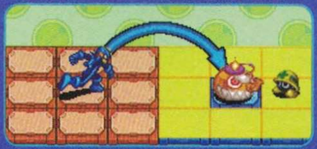


LilBolr Series Data

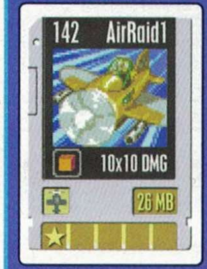
G Code	
Shop:	Order Service (14000z)
Trader:	Green Town
Enemy:	KettleDX

S Code	
Trader:	Green Town
Enemy:	KettleDX

Z Code	
Trader:	Green Town
Enemy:	KettleDX



Throws a Kettle Virus into the panel 3 ahead of your Navi.

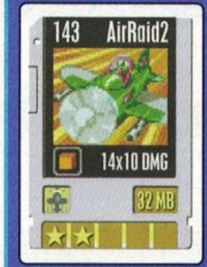


AirRaid Series Data

G Code	
Data:	PavilionComp 3 (G)
Trader:	Sky Town, ACDC
Enemy:	FgtrPlne, RarFtrPl

K Code	
Shop:	Order Service (7200z)
Trader:	Sky Town, ACDC
Enemy:	FgtrPlne

R Code	
Trader:	Sky Town, ACDC
Folder:	AprtcFld
Enemy:	FgtrPlne, RarFtrPl

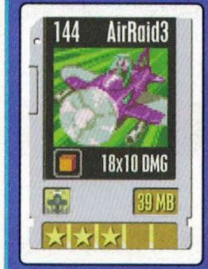


AirRaid Series Data

O Code	
Trader:	Green Town, Sky Town, ACDC
Enemy:	FgtrPln2, RarFtrPl, RarePlane2

T Code	
Shop:	Order Service (10300z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	FgtrPln2, RarFtrPl, RarePlane2

Y Code	
Trader:	Green Town, Sky Town, ACDC
Enemy:	FgtrPln2

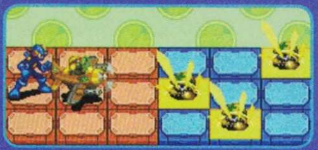


AirRaid Series Data

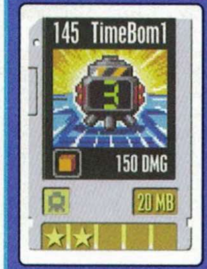
N Code	
Trader:	Green Town
Enemy:	FgtrPln3, RarePlane2

U Code	
Shop:	Order Service (14400z)
Trader:	Green Town
Enemy:	FgtrPln3, RarePlane2

Z Code	
Trader:	Green Town
Enemy:	FgtrPln3



Places a FgtrPlne Virus in the panel ahead of your Navi. The FgtrPlne then attacks every enemy with machinegun blasts; V1 fires 10 shots, V2 fires 14 shots, and V3 fires 18 shots.

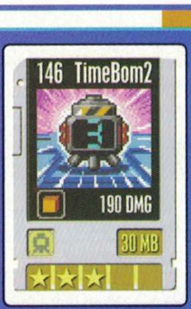


TimeBom Series Data

F Code	
Data:	ACDC Area (G)
Trader:	AsterLand, Sky Town, ACDC
Folder:	AprtcFld

G Code	
Shop:	Order Service (6600z)
Data:	MrWeatherComp 2 (G)
Trader:	AsterLand, Sky Town, ACDC

H Code	
Shop:	Seaside Area 3 (8800z)
Trader:	AsterLand, Sky Town, ACDC



TimeBom Series Data

C Code

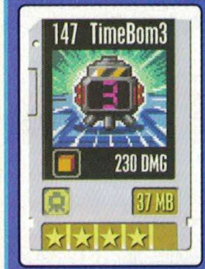
Data:	Graveyard 1 (G)
Trader:	Green Town, Sky Town

D Code

Shop:	Order Service (13000z)
Data:	PavilionComp 2 (G)
Trader:	Green Town, Sky Town

E Code

Data:	ACDC Area (C), Sky Area 1~2 (C)
Trader:	Green Town, Sky Town



TimeBom Series Data

L Code

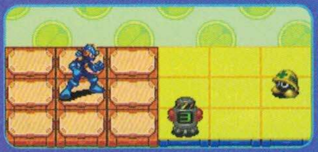
Shop:	Undernet 0 (15200z) Order Service (19000z)
Trader:	BugFrag

M Code

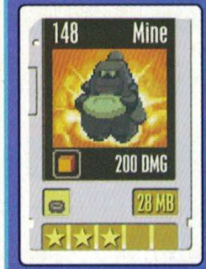
Data:	ACDC Area (Y), Undernet 0~1 (Y)
Trader:	Number Trader, BugFrag

N Code

Trader:	BugFrag
Other:	Court Foyer trade (HolyPanl S, Chapter 7)



Places a 50 HP Time Bomb in a random panel of the leftmost enemy column. If the bomb counts down to 0, it explodes and damages every enemy panel.



Mine Series Data

A Code

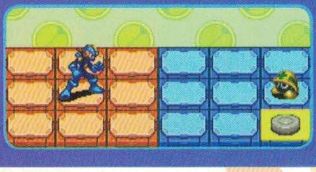
Trader:	Green Town, Sky Town

S Code

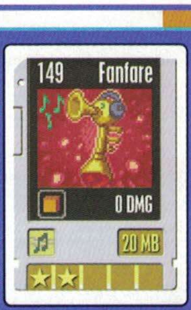
Shop:	Sky Area 1 (36 BugFrags), Order Service (12000z)
Trader:	Green Town, Sky Town

T Code

Data:	Undernet 3 (G)
Trader:	Green Town, Sky Town



Places a land mine in a random empty panel in the enemy field. Explodes once an enemy enters the panel. Good against fast bosses.



Trumpy Series Data

P Code

Data:	JdgTreeComp 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Trumpy

S Code

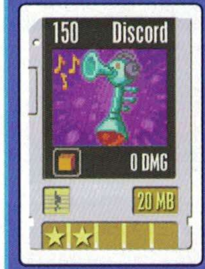
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Trumpy

Z Code

Shop:	Order Service (6500z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Enemy:	Trumpy

*** Code**

Trader:	Green Town, Sky Town
Folder:	AprtcFld



Trumpy Series Data

A Code

Trader:	Green Town, Sky Town, ACDC
Enemy:	Tuby

G Code

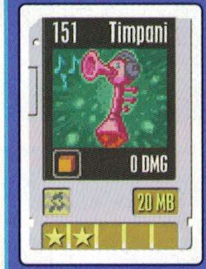
Trader:	Green Town, Sky Town, ACDC
Enemy:	Tuby

S Code

Shop:	Order Service (8500z)
Trader:	Green Town, Sky Town, ACDC
Enemy:	Tuby

*** Code**

Trader:	Green Town, Sky Town



Trumpy Series Data

I Code

Trader:	Green Town, ACDC
Enemy:	Tromby

O Code

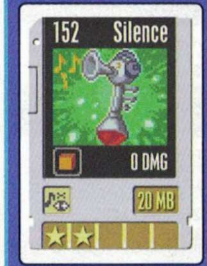
Trader:	Green Town, ACDC
Enemy:	Tromby

T Code

Shop:	Order Service (10500z)
Trader:	Green Town, ACDC
Enemy:	Tromby

*** Code**

Trader:	Green Town



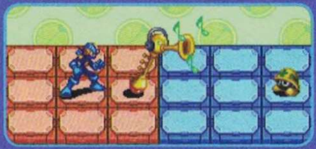
Trumpy Series Data

B Code	
Trader:	Green Town
Enemy:	MuteAnt

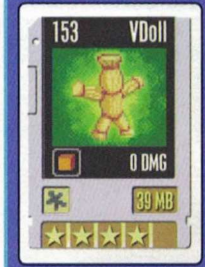
R Code	
Trader:	Green Town
Enemy:	MuteAnt

W Code	
Shop:	Order Service (12500z)
Trader:	Green Town
Enemy:	MuteAnt

* Code	
Trader:	Green Town



Places a 60 HP Trumpy-type Virus in front of your Navi. While the Virus is playing, different effects are in place. Fanfare makes your Navi invincible, Discord confuses enemies, Timpani immobilizes enemies, and Silence prevents enemies from attacking.



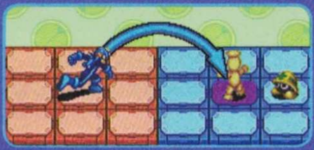
VDoll Series Data

F Code	
Data:	Undernet 0 (B)
Trader:	Green Town

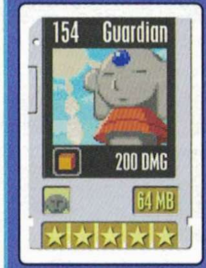
N Code	
Trader:	Green Town

S Code	
Data:	Underground 1~2 (C)
Trader:	Green Town

* Code	
Shop:	Order Service (14200z)
Trader:	Green Town

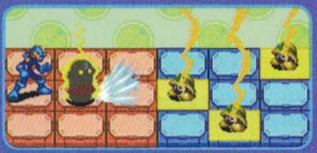


Hurls a straw voodoo doll three panels ahead, also creating a Poison panel underneath. If the doll is attacked, the damage is turned back on the attacker.

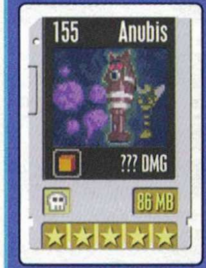


Guardian Series Data

O Code	
Shop:	Order Service (19000z)
Data:	PunishChrComp (P), Sky Area 1~2 (Y)
Trader:	BugFrag

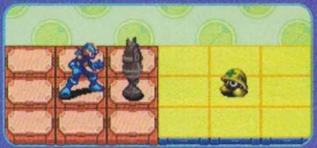


Places a Guardian statue in the panel in front of your Navi. Whoever attacks the statue is then struck for heavy damage—even you!

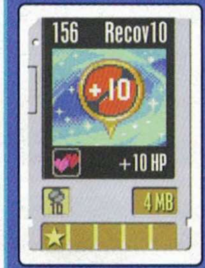


Anubis Series Data

P Code	
Shop:	Order Service (27200z)
Data:	Graveyard 2 (P)
Trader:	BugFrag



Puts a 100 HP Anubis statue in the panel in front of your Navi. As long as the statue is standing, poison smoke fills the enemy field, doing steady damage to all enemies.



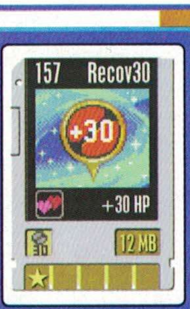
Recov Series Data

A Code	
Shop:	Order Service (3000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr, GiftFldr

D Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC

L Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr

* Code	
Data:	Central Area 1 (G)
Trader:	Green Town, Sky Town


157 Recov30
+30
+30 HP
30
12 MB

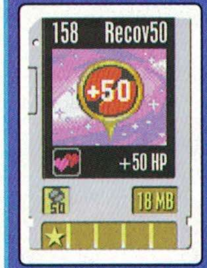
Recov Series Data

E Code	
Shop:	Order Service (5000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC

L Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC

Q Code	
Data:	Central Area 3 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code	
Shop:	Central Area 2 (1000z)
Data:	RobCtrlComp 2 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC


158 Recov50
+50
+50 HP
50
18 MB

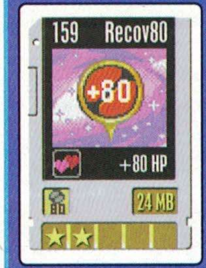
Recov Series Data

C Code	
Shop:	Order Service (7000z)
Data:	Seaside Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	ExpoFldr

M Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC

P Code	
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code	
Data:	AquarumComp 2 (G)
Trader:	Green Town, Sky Town


159 Recov80
+80
+80 HP
80
24 MB

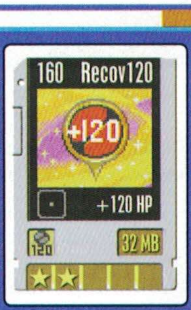
Recov Series Data

H Code	
Shop:	Order Service (10000z)
Data:	AquarumComp 3 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

K Code	
Shop:	Seaside Area 3 (3000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC

V Code	
Data:	Green Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code	
Data:	JdgTreeComp 2 (G), Sky Area 2 (G)
Trader:	Green Town, Sky Town
Folder:	AprtcFld

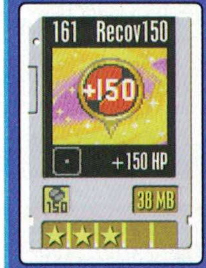

160 Recov120
+120
+120 HP
120
32 MB

Recov Series Data

F Code	
Data:	MrWeatherComp 3 (B)
Trader:	Green Town, Sky Town, ACDC

P Code	
Shop:	Order Service (13000z)
Data:	PavilionComp 1 (G)
Trader:	Green Town, Sky Town, ACDC

S Code	
Data:	Undernet 1 (G)
Trader:	Green Town, Sky Town, ACDC

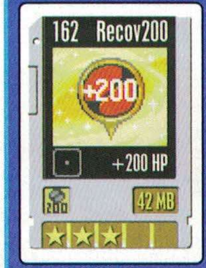

161 Recov150
+150
+150 HP
150
38 MB

Recov Series Data

J Code	
Trader:	Green Town, Sky Town, ACDC

M Code	
Shop:	Order Service (16000z)
Data:	Undernet 2 (B)
Trader:	Green Town, Sky Town, ACDC

T Code	
Data:	Undernet 3 (G)
Trader:	Green Town, Sky Town, ACDC

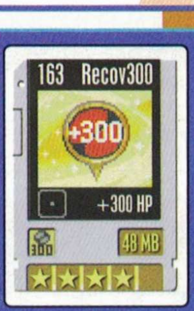

162 Recov200
+200
+200 HP
200
42 MB

Recov Series Data

I Code	
Trader:	Green Town

Q Code	
Data:	Graveyard 1 (G)
Trader:	Green Town

Z Code	
Shop:	Order Service (19000z)
Data:	PavilionComp 1 (B)
Trader:	Green Town



Recov Series Data

J Code

Shop:	Order Service (22000z)
Data:	Graveyard 1~2 (C)
Trader:	BugFrag

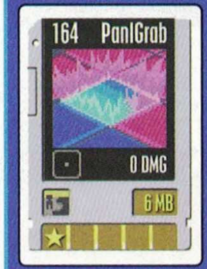
O Code

Trader:	BugFrag

Y Code

Trader:	Number Trader, BugFrag

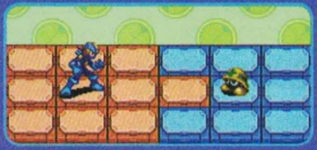
Instantly recover lost HP, up to the amount shown on the Chip.



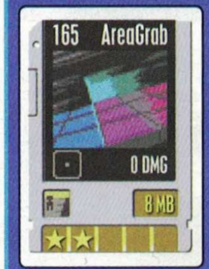
PanlGrab Series Data

*** Code**

Shop:	Order Service (4000z)
Data:	Seaside 3 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC



Steals one panel from the leftmost enemy column and turns it into one of your panels for a brief while. If the panel is occupied by an enemy, it is not stolen, but the enemy takes 10 DMG.



AreaGrab Series Data

B Code

Data:	RobCtrlComp 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

F Code

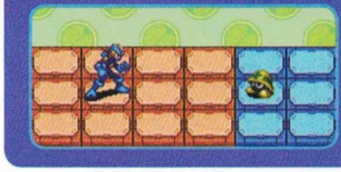
Data:	Sky Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

S Code

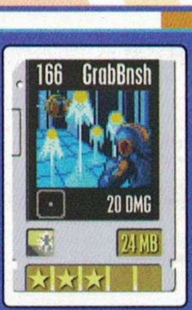
Shop:	Order Service (8000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr, ExpoFldr, SoulFldr

*** Code**

Trader:	Green Town, Sky Town
Folder:	MrFolder



Takes all empty panels in the first enemy column and temporarily turns them into your panels. Lightly damages enemies occupying targeted panels.



GrabBack Series Data

B Code

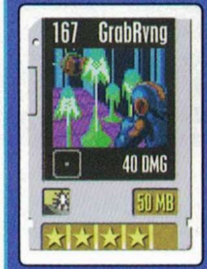
Trader:	Green Town, Sky Town

M Code

Data:	MrWeatherComp 2 (G)
Trader:	Green Town, Sky Town

S Code

Shop:	Order Service (8500z)
Trader:	Green Town, Sky Town



GrabBack Series Data

I Code

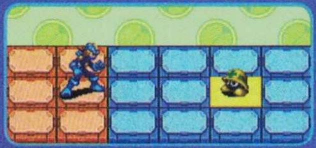
Trader:	Green Town
Other:	WaterMchComp trade (HiBoomer V)

Q Code

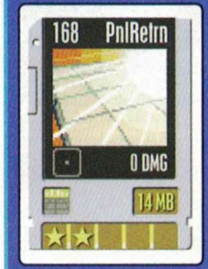
Shop:	Sky Area 1 (65 BugFrags)
Trader:	Green Town

Z Code

Shop:	Order Service (13500z)
Trader:	Green Town



A trap-style Chip that remains in effect through the entire fight. If the enemy steals any of your panels, all enemies are hit for damage times the number of panels stolen, and knocked backwards to boot.

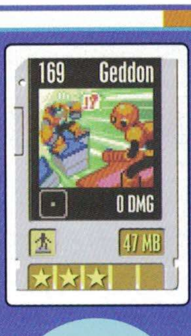


PnlRetrn Series Data

*** Code**

Shop:	Order Service (5000z)
Data:	Seaside Area 2 (B), JdgTreeComp 1 (G), Underground 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

Turns all panels in your side of the field to normal panels, except those that started the battle as holes.



Geddon Series Data

A Code

Shop:	Order Service (14700z)
Trader:	Green Town
Other:	Aquarium HP trade (PnlRetrn *)

L Code

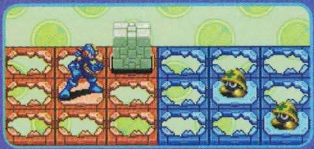
Trader:	Green Town
Other:	Virus Battle #v3 prize

R Code

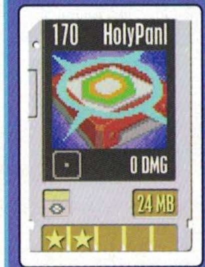
Trader:	Green Town

*** Code**

Trader:	Number Trader



Turns all open panels into holes. Can be very risky to use, but with other Chips that use holes (like SumnBlk and Snake), can be powerful. Use PnlRetrn to strand enemies while keeping yourself free to move.



HolyPanl Series Data

A Code

Shop:	Order Service (7600z)
Data:	Green Area 2 (B)
Trader:	Green Town, Sky Town

B Code

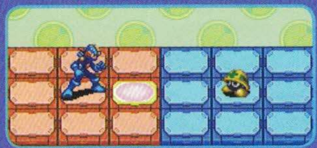
Trader:	Green Town, Sky Town

S Code

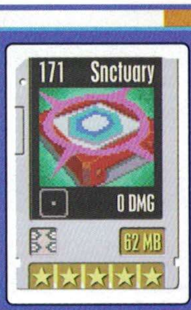
Data:	PavilionComp 2 (G)
Trader:	Green Town, Sky Town

*** Code**

Trader:	Green Town, Sky Town



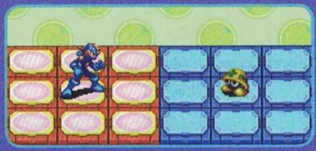
Turns the panel in front of your Navi into a Holy Panel. Combo with a Virus-using Chip like Fanfare or Sensor to protect the Virus a little more and prolong its effects.



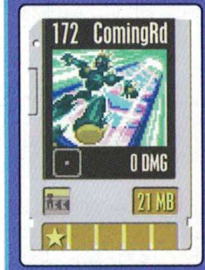
Snctuary Series Data

Z Code

Shop:	Undernet 0 (15200z) Order Service (19000z)
Data:	Immortal Area (B), Underground 1~2 (Y), Undernet 2 (Y)
Trader:	BugFrag



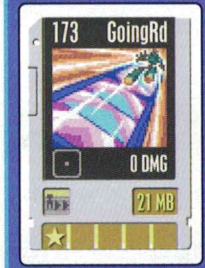
Turns all panels in your Navi's side of the field into Holy Panels.



Road Series Data

*** Code**

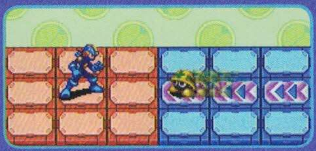
Shop:	Order Service (4500z)
Data:	JdgTreeComp 1 (B), Undernet 0 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	MrFolder



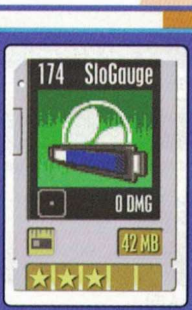
Road Series Data

*** Code**

Shop:	Order Service (7900z)
Data:	DogHouseComp (B), Undernet 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC



Turns all enemy panels in your Navi's current row into Conveyor Panels. ComingRd points the conveyor towards your side of the field, while GoingRd points away.



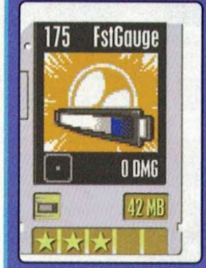
Gauge Series Data

A Code	
Trader:	Green Town, Sky Town

B Code	
Shop:	Order Service (14200z)
Trader:	Green Town, Sky Town

G Code	
Trader:	Green Town, Sky Town

* Code	
Shop:	AsterLand (5800z)
Trader:	Green Town, Sky Town



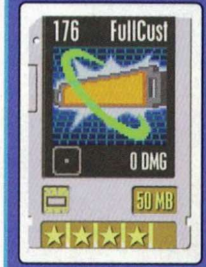
Gauge Series Data

E Code	
Trader:	Green Town, Sky Town

M Code	
Shop:	ACDC Area (12000z), Order Service (18900z)
Trader:	Green Town, Sky Town

R Code	
Trader:	Green Town, Sky Town

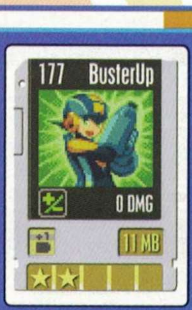
* Code	
Shop:	
Data:	
Trader:	
Folder:	
Enemy:	
Other:	



Gauge Series Data

* Code	
Shop:	AsterLand (7800z, Chapter 5), Order Service (21000z)
Trader:	Sky Town

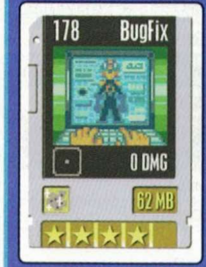
The Custom Gauge fills up at different speeds, depending on the Chip used. SloGauge makes it fill at only half speed. FstGauge doubles the speed for faster filling. FullCust instantly refills the Gauge.



BusterUp Series Data

* Code	
Shop:	Order Service (14800z)
Data:	Seaside Area 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr, Bonpak, SoulFldr

Increases your Navis' Buster Level by 1 for the duration of the battle.



BugFix Series Data

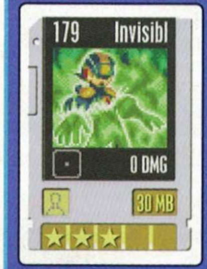
K Code	
Shop:	Order Service (??00z)
Trader:	Green Town

P Code	
Data:	OxygnTnkComp (P)
Trader:	Green Town

Z Code	
Trader:	Green Town

* Code	
Shop:	
Data:	
Trader:	
Folder:	
Enemy:	
Other:	

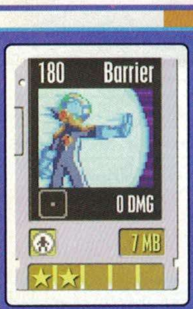
Removes all bugs in MegaMan's programming.



Invisibl Series Data

* Code	
Shop:	Order Service (7300z)
Data:	Seaside Area 2 (G), AquarumComp 2 (G), MrWeatherComp 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	AprtcFld

Your Navi is rendered temporarily invisible and invincible to enemy attacks. Panel effects still deliver damage.



Barrier Series Data

A Code

Data:	Central Area 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC

F Code

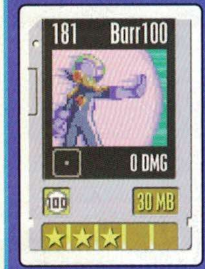
Trader:	AsterLand, Green Town, Sky Town, ACDC

R Code

Shop:	Order Service (3000z)
Trader:	AsterLand, Green Town, Sky Town, ACDC

* Code

Data:	RobCtrlComp 1 (G)
Trader:	Green Town, Sky Town



Barrier Series Data

H Code

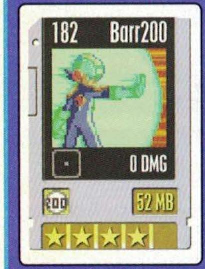
Shop:	Seaside 3 (3000z)
Data:	WaterMchComp (B), JdgTreeComp 3 (G)
Trader:	Green Town, Sky Town

O Code

Data:	MrWeatherComp 3 (G)
Trader:	Green Town, Sky Town
Folder:	AprtcFld

Y Code

Shop:	Order Service (9000z)
Data:	PavilionComp 1 (G)
Trader:	Green Town, Sky Town



Barrier Series Data

K Code

Shop:	Undernet 0 (11200z)
Trader:	Green Town

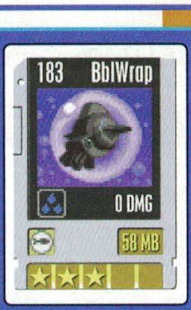
U Code

Trader:	Green Town

W Code

Shop:	Order Service (14000z)
Trader:	Green Town

Throws up a protective aura around your Navi. Barrier only stops one enemy attack, the others stop any attacks weaker than the number of the Barrier. The aura does *not* prevent damage from poison panels.



BublWrap Series Data

I Code

Trader:	Green Town, Sky Town

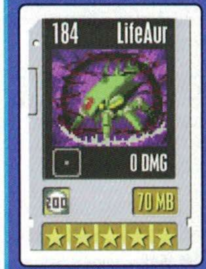
Q Code

Shop:	Sky Area 1 (24 BugFrags), Order Service (15000z)
Trader:	Green Town, Sky Town

Z Code

Data:	PavilionComp 4 (G)
Trader:	Green Town, Sky Town

Creates a barrier that stops one enemy attack, but regenerates after a few seconds. The regeneration effect is cancelled if the bubble is popped by an Elec-element attack.

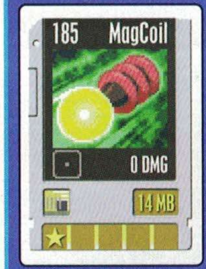


LifeAura Series Data

U Code

Shop:	Undernet 0 (22400z) Order Service (28000z)
Data:	Graveyard
Trader:	BugFrag

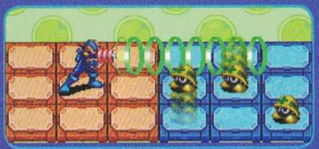
Puts up a barrier that nullifies any enemy attack that does less than 200 DMG. If broken by a stronger attack, the aura regenerates after a few seconds. Does *not* prevent damage from poison panels, however.



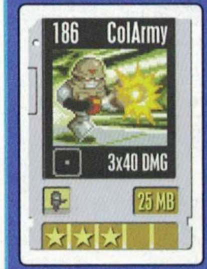
MagCoil Series Data

* Code

Shop:	Order Service (6200z)
Data:	ACDC Area (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC



All enemies in the three columns ahead of your Navi are pulled into your Navi's row. Very good for setting up enemies for piercing attacks and multiple deletions.



ColArmy Series Data

B Code

Data:	Sky Area (B)
Trader:	Green Town, Sky Town

G Code

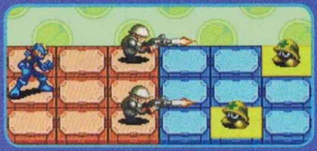
Trader:	Green Town, Sky Town

R Code

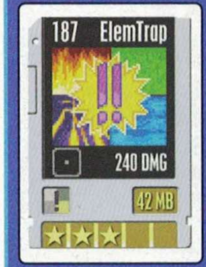
Shop:	Order Service (13500z)
Trader:	Green Town, Sky Town

*** Code**

Trader:	Number Trader



Creates one Colonel Army Rifle-bot per enemy, which then attack with machinegun rounds.



ElemTrap Series Data

G Code

Trader:	Green Town, Sky Town

S Code

Shop:	AsterLand (10600z)
Trader:	Green Town, Sky Town

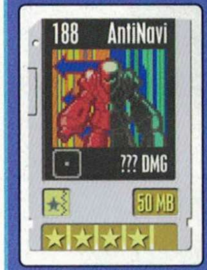
U Code

Shop:	Order Service (15500z)
Trader:	Green Town, Sky Town

*** Code**

Trader:	Number Trader

A trap Chip that stays in effect until it is triggered, no matter how long the fight lasts. If any enemy uses a Fire, Aqua, Elec or Wood-based attack, all enemies are then hit for damage.



AntiNavi Series Data

F Code

Trader:	Green Town, Sky Town

L Code

Shop:	AsterLand (9200z)
Trader:	Green Town, Sky Town

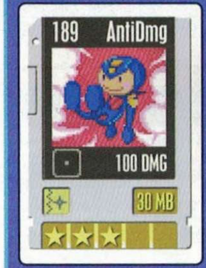
T Code

Trader:	Green Town, Sky Town

*** Code**

Shop:	Order Service (9900z)

Trap Chip that is normally only usable in linked NetBattles, but is part of two Program Advances usable anytime. Stays in effect until triggered through the entire fight. When your opponent uses a Navi Chip attack, the attack is turned back on them.



AntiDamg Series Data

G Code

Trader:	Green Town, Sky Town

R Code

Trader:	Green Town, Sky Town
Other:	Virus Battle #2 prize

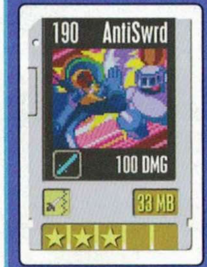
V Code

Shop:	Order Service (8500z)
Trader:	Green Town, Sky Town

*** Code**

Data:	Underground 1~2 (C)
Trader:	Green Town, Sky Town

Trap Chip that stays in effect until triggered. If your Navi is hit by an enemy attack, rather than taking damage, a dummy is dropped and shuriken rain down on the attacker.



AntiSwrd Series Data

A Code

Data:	Green Area 1~2 (C)
Trader:	Green Town, Sky Town

R Code

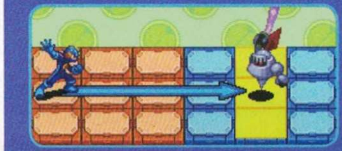
Shop:	Order Service (9000z)
Trader:	Green Town, Sky Town

Z Code

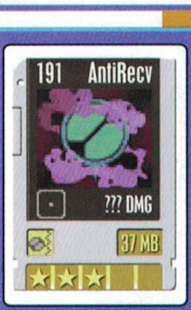
Trader:	Green Town, Sky Town

*** Code**

Trader:	Green Town, Sky Town
Other:	Buy a LOT of coffee at the Green Area 2 NetCafe



Trap Chip that stays in effect until triggered. If an enemy uses a Sword-type attack, the trap is triggered and your Navi hurls a three-panel-wide shockwave back. The wave dissipates once it hits an enemy or obstacle.



AntiRecv Series Data

A Code

Shop:	AsterLand (6900z)
Trader:	Green Town, Sky Town

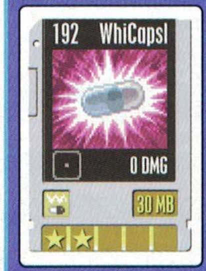
F Code

Shop:	Order Service (9300z)
Trader:	Green Town, Sky Town

V Code

Trader:	Green Town, Sky Town

Trap Chip that stays in effect until triggered. When an opponent uses a Recovery Chip, they take damage in the amount of the Chip instead.

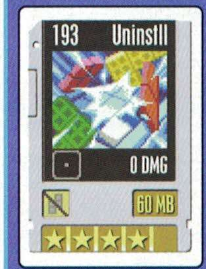


WhiCapsl Series Data

* Code

Shop:	Order Service (10000z)
Data:	FshStkSpComp Comp (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr, MrFolder

Adds a Stun effect to the *preceding* attack Chip in your Navi's routine. Only works on attacking Chips.



Uninstll Series Data

G Code

Trader:	Number Trader, Green Town, Sky Town

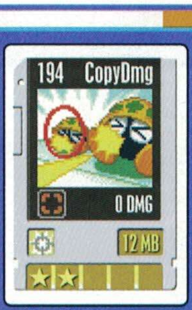
L Code

Shop:	AsterLand (12000z)
Trader:	Green Town, Sky Town

R Code

Shop:	Order Service (13900z)
Trader:	Green Town, Sky Town

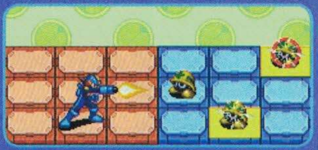
Normally used in Linked NetBattles only, but is part of a Program Advance usable anytime. Removes the Navi Customizer effects SprArmor, FlotShoe, AirShoes, Shield, Reflect and AntiMagc from your opponent should they have them installed.



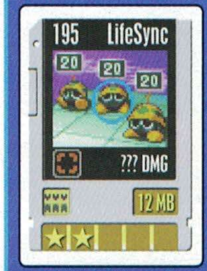
CopyDmg Series Data

* Code

Shop:	Order Service (4500z)
Data:	Central Area 2 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC



Tags the first enemy ahead like a normal shot. If you attack another enemy, damage to that enemy is copied onto the tagged enemy. Lasts only about 2 seconds.

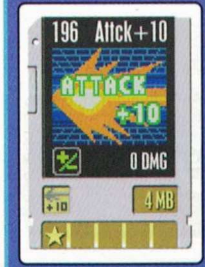


LifeSync Series Data

* Code

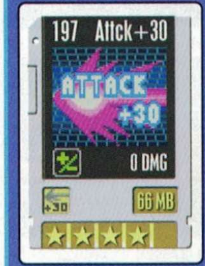
Shop:	Order Service (6400z)
Data:	AquarumComp 1 (B)
Trader:	AsterLand, Green Town, Sky Town, ACDC

Targets the panel two ahead of your Navi. If there is an enemy in that panel, all other enemies' HP adjusts to the targeted enemies' amount. Be sure to tag the lowest-HP enemy for best results.


196 Attck+10
ATTACK +10
0 DMG
+10
4 MB
★

Attck+ Series Data

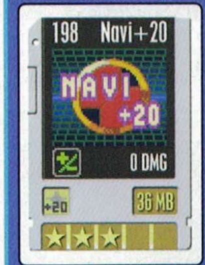
* Code	
Shop:	Order Service (4200z)
Data:	Central Area 2 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC
Folder:	LanFldr, GiftFldr, ExpoFldr


197 Attck+30
ATTACK +30
0 DMG
+30
66 MB
★★★★

Attck+ Series Data

* Code	
Shop:	Order Service (17200z)
Data:	ACDC Area (P)
Trader:	Sky Town

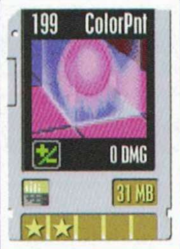
Adds extra damage to the *preceding* attack Chip in your Navi's routine. Effect is doubled by Full Synchro. Useless if not applied to an attack Chip. Can be stacked.


198 Navi+20
NAVI +20
0 DMG
+20
36 MB
★★★

Navi+ Series Data

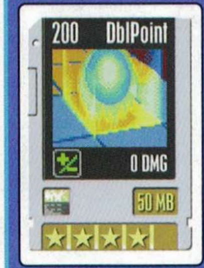
? Code	
Shop:	Order Service (8700z)
Data:	Undernet 0~3 (C)
Trader:	Green Town, Sky Town

Adds extra damage to the *preceding* Navi Chip in your Navi's routine. Effect is doubled by Full Synchro. Useless if not applied to a Navi Chip. Can be stacked.


199 ColorPnt
0 DMG
31 MB
★★

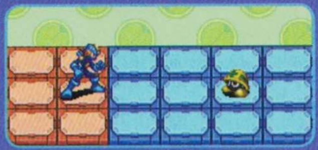
Point Series Data

* Code	
Shop:	Order Service (7000z)
Data:	AirCndtrComp (B), MrWeatherComp 1 (G)
Trader:	AsterLand, Green Town, Sky Town, ACDC


200 DblPoint
0 DMG
50 MB
★★★★

Point Series Data

* Code	
Shop:	Order Service (19400z)
Data:	Immortal Area (C)
Trader:	Sky Town

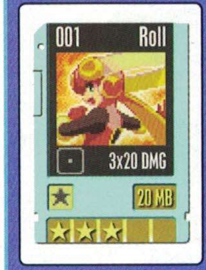


Temporarily sacrifices all panels in the rightmost column of your Navi's field to the enemy, but powers up the next attack Chip in your routine. ColorPnt adds 10 DMG per panel sacrificed, DblPoint adds 20 DMG per panel.

MEGA CHIPS LISTING

Mega Chips are generally more powerful than Standard Chips, but much more difficult to obtain. You can only have five Mega Chips in your Folder at a time and only one of any kind.

Roll Series Data

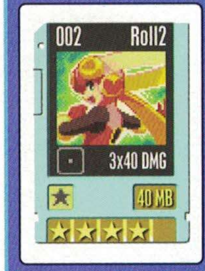

001 Roll
3x20 DMG
20 MB

R Code

Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Folder	SoulFldr
Other	Mayl EMail attachment (Chapter 1)

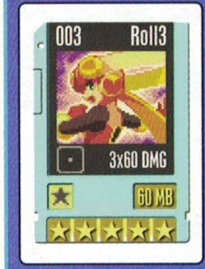
*** Code**

Other	((Job 21 prize))


002 Roll2
3x40 DMG
40 MB

R Code

Shop	Order Service (16000z)
Trader	BugFrag
Folder	SoulFldr
Other	Mayl Email attachment (Chapter 4)

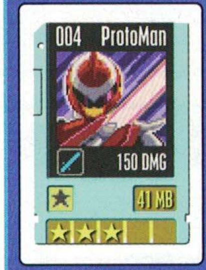

003 Roll3
3x60 DMG
60 MB

R Code

Shop	Order Service (22000z)
Trader	BugFrag
Other	Gift from Mayl (Chapter 8)

Roll strikes the closest enemy three times, and then heals your Navi. The healing effect takes place no matter what the outcome of Roll's attack is!

ProtoMan Series Data

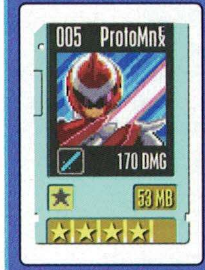

004 ProtoMan
150 DMG
41 MB

B Code

Shop	Order Service (16000z)
Trader	Green Town, BugFrag
Enemy	ProtoMan, ProtoMan SP

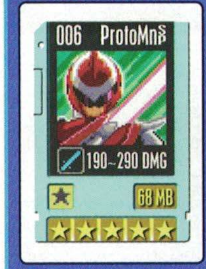
*** Code**

Other	((Job 21 prize))


005 ProtoMnEX
170 DMG
53 MB

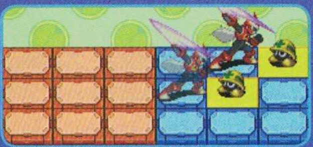
B Code

Shop	Order Service (22000z)
Trader	Green Town
Enemy	ProtoMan SP


006 ProtoMnSP
190~290 DMG
68 MB

B Code

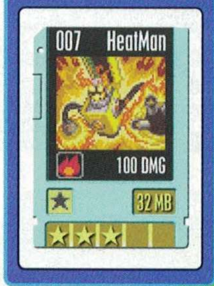
Shop	Order Service (28000z)
Data	Graveyard (Y)
Trader	BugFrag
Enemy	ProtoMan SP



ProtoMan advances to the right, slicing one enemy per column.

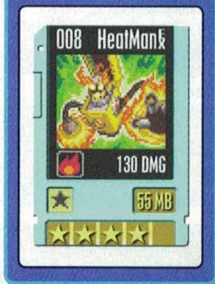
JackIn
Download

HeatMan Series Data

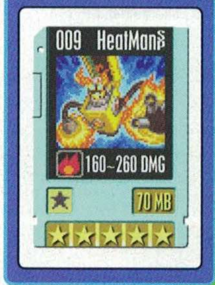

007 HeatMan
100 DMG
32 MB

H Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	HeatMan, HeatMan SP

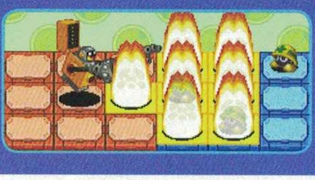
* Code	
Trader	Number Trader


008 HeatManEX
130 DMG
55 MB

H Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	HeatMan EX, HeatMan SP

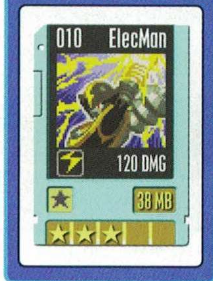

009 HeatManSP
160~260 DMG
70 MB

H Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	HeatMan SP



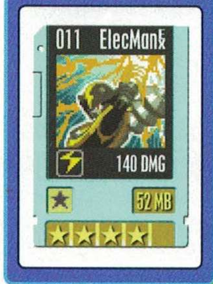
HeatMan appears in your panel and sends out a wide wall of flame three panels ahead. The closest column only covers the single panel directly ahead.

ElecMan Series Data

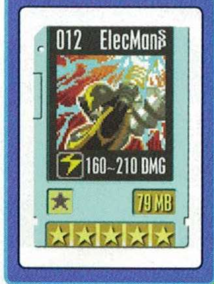

010 ElecMan
120 DMG
38 MB

E Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	ElecMan, ElecMan SP

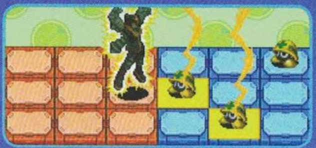
* Code	
Trader	Number Trader


011 ElecManEX
140 DMG
52 MB

E Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	ElecMan EX, ElecMan SP

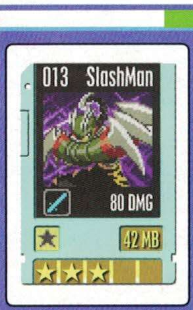

012 ElecManSP
160~210 DMG
79 MB

E Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	ElecMan SP



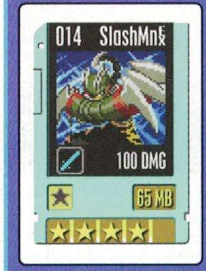
ElecMan appears in your panel and sends lightning bolts down on every enemy in the two columns immediately ahead of him. Positioning is *very* important when using this Chip!

SlashMan Series Data

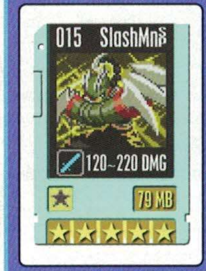

013 SlashMan
80 DMG
42 MB

S Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	SlashMan, SlashMan SP

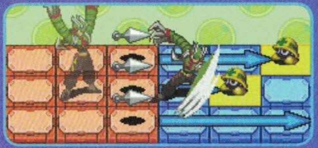
* Code	
Trader	Number Trader


014 SlashMnEX
100 DMG
65 MB

S Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	SlashMan EX, SlashMan SP

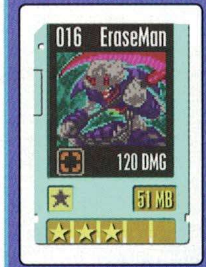

015 SlashMnSP
120~220 DMG
79 MB

S Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	SlashMan SP



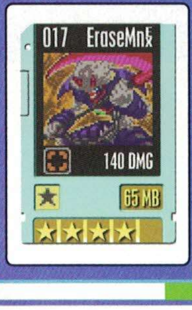
SlashMan performs his Triple Edge move, flinging a kunai across all three rows. He then follows up by attacking the closest enemy with a slash attack.

EraseMan Series Data


016 EraseMan
120 DMG
51 MB

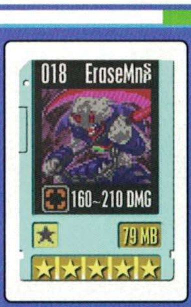
K Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	EraseMan, EraseMan SP

* Code	
Trader	Number Trader

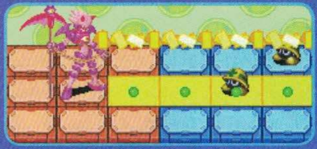

017 EraseMnEX
140 DMG
65 MB

K Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	EraseMan EX, EraseMan SP

EraseMan Series Data

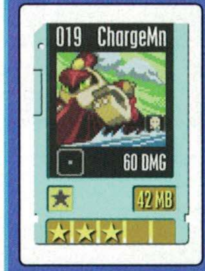

018 EraseMnSP
160~210 DMG
79 MB

K Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	EraseMan SP



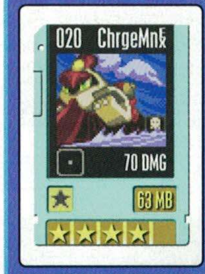
EraseMan appears in your panel and cycles between a forward Sensor-sight, upward diagonal then downward diagonal. Press the A Button when the sight is in the direction you want to fire and he unleashes a piercing beam in that direction.

ChargeMan Series Data

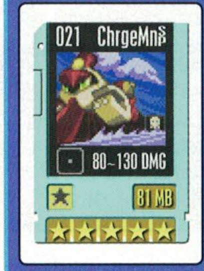

019 ChargeMn
60 DMG
42 MB

C Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	ChargeMan, ChargeMan SP

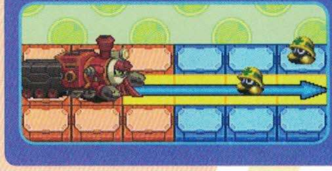
* Code	
Trader	Number Trader


020 ChrgeMnEX
70 DMG
63 MB

C Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	ChargeMan EX, ChargeMan SP

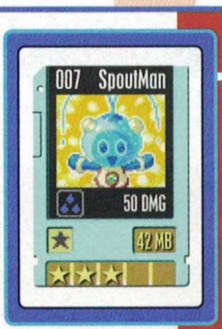

021 ChrgeMnSP
80~130 DMG
81 MB

C Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	ChargeMan SP



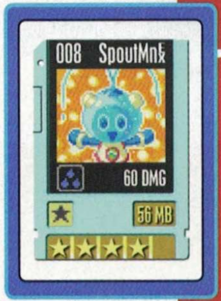
ChargeMan appears in your panel and pushes through the entire row, bashing through enemies and obstacles. He cannot cross holes.

SpoutMan Series Data

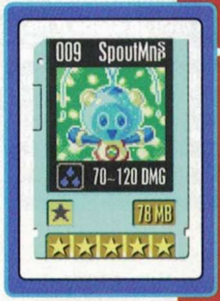

007 SpoutMan
50 DMG
42 MB

A Code	
Shop	Order Service (13000z)
Trader	Green Town, BugFrag
Enemy	SpoutMan, SpoutMan SP

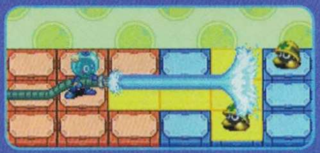
* Code	
Trader	Number Trader


008 SpoutMnEX
60 DMG
56 MB

A Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	SpoutMan EX, SpoutMan SP

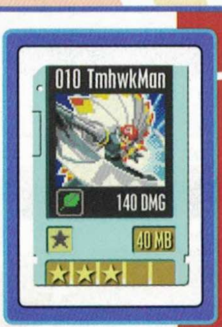

009 SpoutMnSP
70~120 DMG
78 MB

A Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	SpoutMan SP



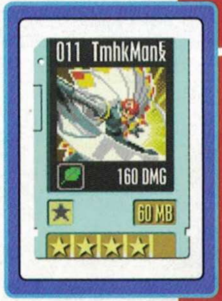
Your position when using this Chip is *vital*. If you are in the two leftmost columns when you activate it, AquaMan performs his Spout Stream attack, which stops at the first enemy-inhabited column and attacks three times. If you are further to the right, he will only perform his Spout Hose move.

TomahawkMan Series Data

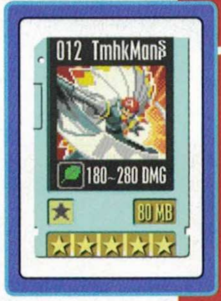

010 TmhwkMan
140 DMG
40 MB

T Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	TomahawkMan, TomahawkMan SP

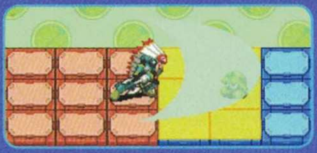
* Code	
Trader	Number Trader


011 TmhkManEX
160 DMG
60 MB

T Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	TomahawkMan EX, TomahawkMan SP

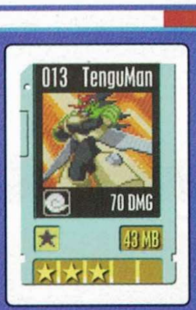

012 TmhkManSP
180~280 DMG
80 MB

T Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	TomahawkMan SP



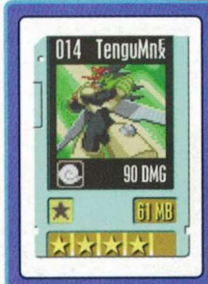
TomahawkMan appears in your panel and uses his Tomahawk Swing, slicing through two full columns of panels like a LifeSrd attack.

TenguMan Series Data

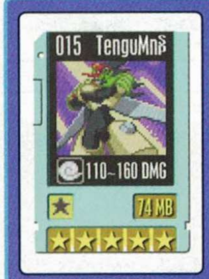

013 TenguMan
70 DMG
43 MB
★★★

T Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	TenguMan, TenguMan SP

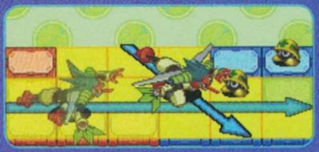
* Code	
Trader	Number Trader


014 TenguMnEX
90 DMG
61 MB
★★★★

T Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	TenguMan EX, TenguMan SP

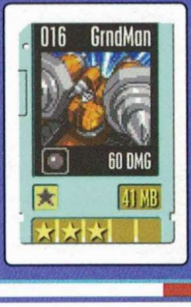

015 TenguMnSP
110~160 DMG
74 MB
★★★★★

T Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	TenguMan SP



TenguMan charges across the bottom two rows of the field, then performs a downward-diagonal swoop through the center. He follows the same route no matter where you are when you activate the Chip, so it leaves a few holes.

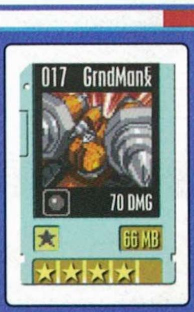
GroundMan Series Data


016 GrndMan
60 DMG
41 MB
★★★

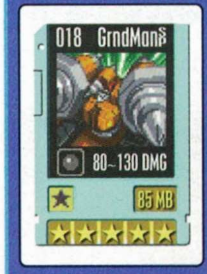
G Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	GroundMan, GroundMan SP

* Code	
Trader	Number Trader

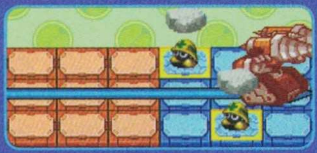
GroundMan Series Data


017 GrndManEX
70 DMG
66 MB
★★★★

G Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	GroundMan EX, GroundMan SP

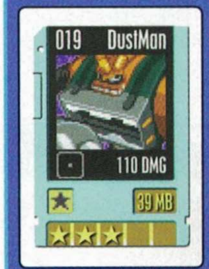

018 GrndManSP
80~130 DMG
85 MB
★★★★★

G Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	GroundMan SP



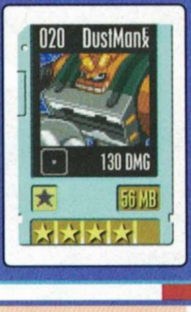
GroundMan charges across the row. His charge stops if he hits an enemy or obstacle. If he makes it to the far end of the area unimpeded, he drops several rocks on the enemies in the field, repeatedly pounding them and cracking the panels beneath them.

DustMan Series Data


019 DustMan
110 DMG
39 MB
★★★

D Code	
Shop	Order Service (13000z)
Trader	Green Town, ACDC, BugFrag
Enemy	DustMan, DustMan SP

* Code	
Trader	Number Trader

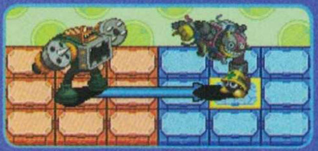

020 DustManEX
130 DMG
56 MB
★★★★

D Code	
Shop	Order Service (18000z)
Trader	Green Town, BugFrag
Enemy	DustMan EX, DustMan SP

DustMan Series Data

021 DustManSP
150~200 DMG
74 MB

D Code	
Shop	Order Service (23000z)
Trader	BugFrag
Enemy	DustMan SP



DustMan appears in your panel and performs his Dust Reborn move, cracking the panel of the enemy he hits with it. If there are any obstacles in the field, he first sucks those up, then follows up his Dust Reborn by shooting the obstacles along the row, doing extra damage.

Yes, the Number Trader's Link Navi Chip numbers work in *both* versions of the game! So *Cybeast Gregar* players can have a full compliment of *Cybeast Falzar* Link Navi Chips, and vice-versa...if you have the winning codes, of course! Chips from the version you're *not* playing go in the "Secret" portion of your Library.

BlastMan Series Data

022 BlastMan
120 DMG
30 MB

B Code	
Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Enemy	BlastMan EX, BlastMan SP

* Code	
Trader	Number Trader

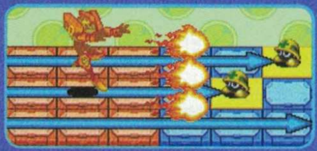
023 BlastMnEX
140 DMG
49 MB

B Code	
Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Folder	MrFolder
Enemy	BlastMan SP

BlastMan Series Data

024 BlastMnSP
150~250 DMG
68 MB

B Code	
Shop	Order Service (20000z)
Data	Seaside Area 1~3 (Y)
Trader	BugFrag
Enemy	BlastMan EX, BlastMan SP



BlastMan appears on your panel and performs his Blast Fire attack, sending a fireball across his row and the ones directly above and below.

DiveMan Series Data

025 DiveMan
130 DMG
45 MB

D Code	
Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Enemy	DiveMan EX, DiveMan SP

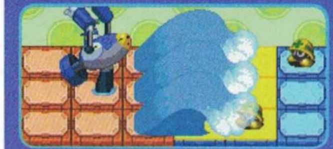
* Code	
Trader	Number Trader

026 DiveManEX
150 DMG
60 MB

D Code	
Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Folder	MrFolder
Enemy	DiveMan SP

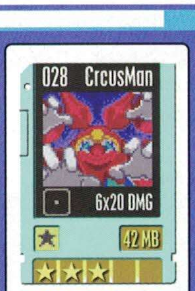
027 DiveManSP
170~270 DMG
75 MB

D Code	
Shop	Order Service (20000z)
Data	Green Area 1~2 (Y)
Trader	BugFrag
Enemy	DiveMan SP



DiveMan appears in your panel and performs the Giga Wave attack, engulfing the first two enemy columns in water. The same panels are hit no matter where you activate the Chip, or if Panl/AreaGrab Chips have changed the border between fields.

CircusMan Series Data

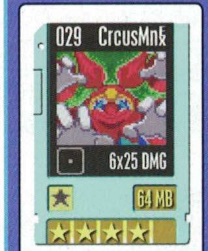

028 CrcusMan
6x20 DMG
42 MB

C Code

Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Enemy	CircusMan EX, CircusMan SP

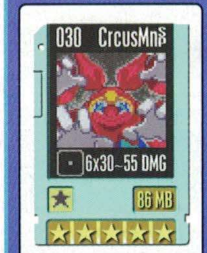
*** Code**

Other	"An Experiment!" Job complete payment


029 CrcusMnEX
6x25 DMG
64 MB

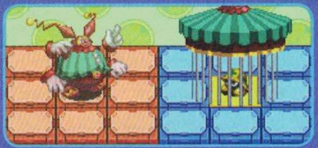
C Code

Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Folder	MrFolder
Enemy	CircusMan SP


030 CrcusMnSP
6x30~55 DMG
86 MB

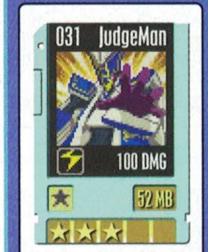
C Code

Shop	Order Service (20000z)
Data	Sky Area 1~2 (Y)
Trader	BugFrag
Enemy	CircusMan SP



CircusMan attacks the first enemy in the same column as you with his Gloom Cage attack, hitting them up to six times.

JudgeMan Series Data

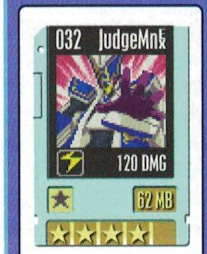

031 JudgeMan
100 DMG
52 MB

J Code

Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Enemy	JudgeMan EX, JudgeMan SP

*** Code**

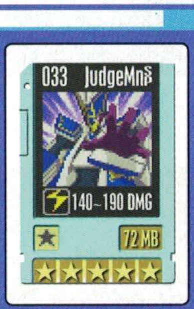
Other	"An Experiment!" Job complete payment


032 JudgeMnEX
120 DMG
62 MB

J Code

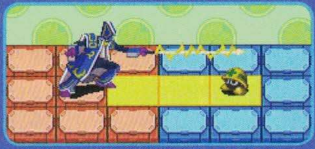
Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Enemy	JudgeMan SP

JudgeMan Series Data


033 JudgeMnSP
140~190 DMG
72 MB

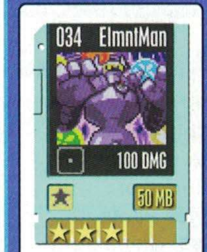
J Code

Shop	Order Service (20000z)
Data	ACDC Area (Y), Undernet 0~1 (Y)
Trader	BugFrag
Enemy	JudgeMan SP



JudgeMan appears in your panel and whips out the Bind Chain, which strikes up to three panels ahead. The chain can actually turn to target the closest enemy.

ElementMan Series Data

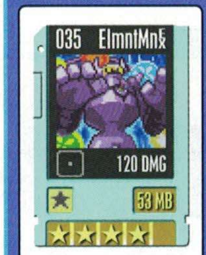

034 ElmntMan
100 DMG
50 MB

E Code

Shop	Order Service (10000z)
Trader	Green Town, ACDC, BugFrag
Enemy	ElementMan EX, ElementMan SP

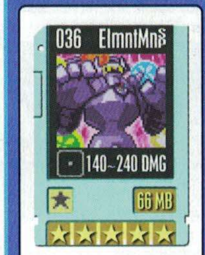
*** Code**

Other	"An Experiment!" Job complete payment


035 ElmntMnEX
120 DMG
53 MB

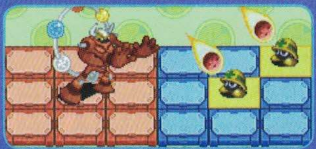
E Code

Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Enemy	ElementMan SP

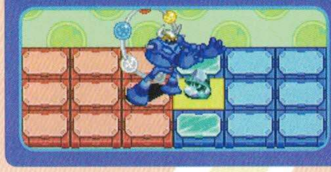

036 ElmntMnSP
140~240 DMG
66 MB

E Code

Shop	Order Service (20000z)
Data	Undernet 2 (Y), Underground 1~2 (Y)
Trader	BugFrag
Enemy	ElementMan SP

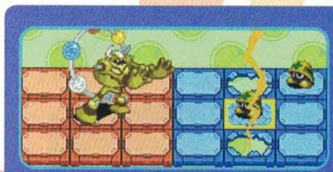


ElementMan appears and begins to cycle through the four element states. Press the A button to pick a state and begin the attack.

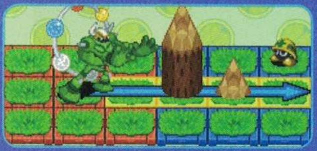


Fire: Fireballs rain down on all enemies.

ElementMan Series Data

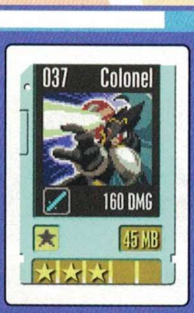


Elec: Lightning strikes a column, breaking any panels.



Wood: All panels are turned to Grass, and tree spikes shoot up.

Colonel Series Data

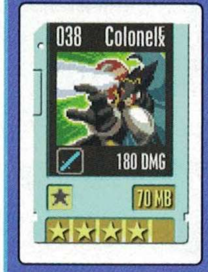


C Code

Shop	Order Service (10000z)
Trader	Green Town, BugFrag
Enemy	Colonel EX, Colonel SP

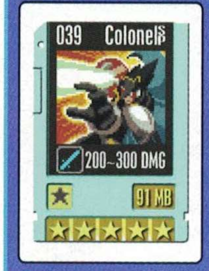
*** Code**

Other	((Job 21 prize))



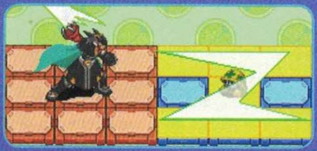
C Code

Shop	Order Service (15000z)
Trader	Green Town, BugFrag
Enemy	Colonel SP



C Code

Shop	Order Service (20000z)
Data	Undernet 3 (Y), Immortal Area (Y)
Trader	BugFrag
Enemy	Colonel SP



Colonel performs his Neo Screen Divide, slicing a Z-shaped chunk of the enemy area, leaving only two panels "safe".

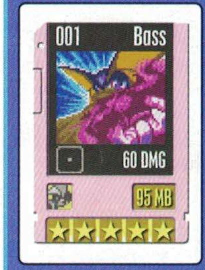
The SP Navi Chips gain strength in relation to how quickly you've beaten the SP versions of those bosses. Improve your time to improve the power of the related Chips!

	00:01+	10.01+	12.01+	14.01+	16.01+	18.01+	20.01+	22.01+	24.01+	26.01+	28.01+
Proto	290	280	270	260	250	240	230	220	210	200	190
Heat	260	250	240	230	220	210	200	190	180	170	160
Elec	210	205	200	195	190	185	180	175	170	165	160
Slash	220	210	200	190	180	170	160	150	140	130	120
Erase	210	205	200	195	190	185	180	175	170	165	160
Charge	130	125	120	115	110	105	100	95	90	85	80
Aqua	120	115	110	105	100	95	90	85	80	75	70
Tomahwk	280	270	260	250	240	230	220	210	200	190	180
Tengu	160	155	150	145	140	135	130	125	120	115	110
Ground	130	125	120	115	110	105	100	95	90	85	80
Dust	200	195	190	185	180	175	170	165	160	155	150
Blast	250	240	230	220	210	200	190	180	170	160	150
Dive	270	260	250	240	230	220	210	200	190	180	170
Circus	55	55	50	50	45	45	40	40	35	35	30
Judge	190	185	180	175	170	165	160	155	150	145	140
Element	240	230	220	210	200	190	180	170	160	150	140

GIGA CHIPS LISTING

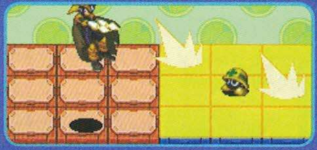
Giga Chips are the ultimate prizes. They are so powerful that you can only have one in your active Folder at any time and getting all of them will be a real test! These Chips are even more version-specific than the Navi Chips; you can't even trade these through a Link! They're only usable in the version of the game in which you can obtain them! And, no, you can't use the Order Service to get more—one each is all you can get!

Bass Series Data



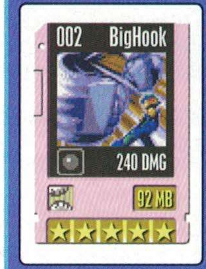
F Code

Enemy Bass



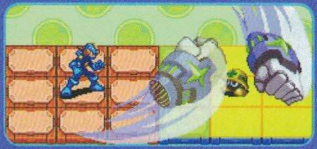
Bass appears and sprays the entire enemy field with blaster fire. He fires 24 times, striking random panels. Your position doesn't matter when using this Chip.

Big Hook Series Data



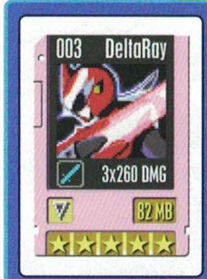
H Code

Other Email attachment upon entering Graveyard



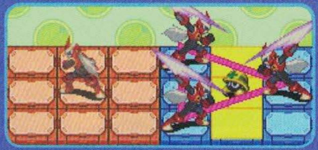
Two huge Duo fists swing through the right three columns. The center column is hit twice.

Delta Ray Series Data



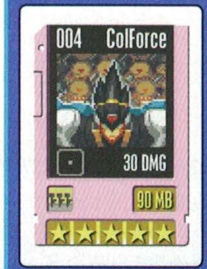
? Code

Shop Graveyard (30000z)



ProtoMan appears and attacks the closest enemy with a WideSwrd-style slash. Tap the A button after the sword slash but before ProtoMan warps out to attack again for up to three hits.

ColForce Series Data

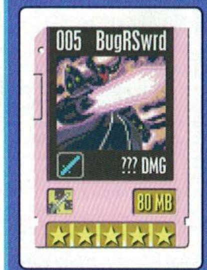


C Code

Enemy Bass BX

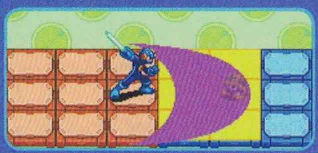
Colonel's machinegun drones appear in every unoccupied panel on your side of the field and fire three times.

BugRSwrd Series Data



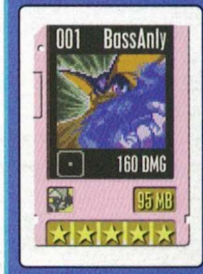
V Code

Shop Sky Area 1 (100 BugFrags)

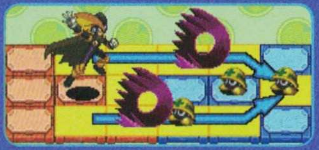


The Charge Shot becomes a LifeSrd-range slice attack. The Slice causes 200 points of damage and consumes one BugFrag per slice.

BassAnly Series Data

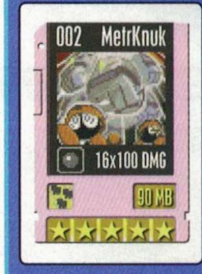

001 BassAnly
160 DMG
95 MB
★★★★★

F Code	
Enemy	Bass

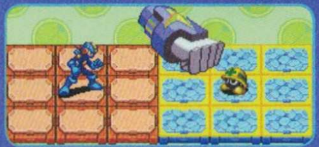


Bass performs his Hells Rolling attack, cutting through the panels ahead.

MetrKnuk Series Data

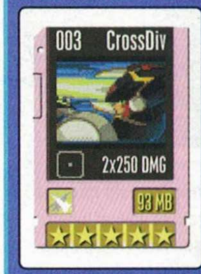

002 MetrKnuk
16x100 DMG
90 MB
★★★★★

N Code	
Other	Email attachment upon entering Graveyard

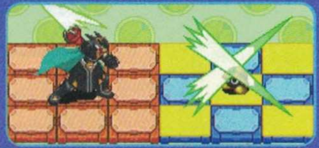


Sixteen Duo fists smash down into random panels of the enemy area. Any panels struck by the fists are cracked.

CrossDiv Series Data

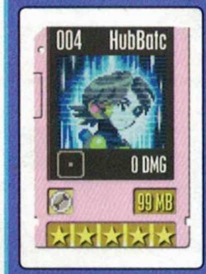

003 CrossDiv
2x250 DMG
93 MB
★★★★★

D Code	
Shop	Graveyard (30000z)



Colonel slashes twice diagonally. The center panel is hit twice during this attack.

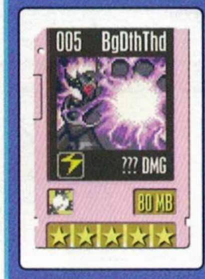
HubBatc Series Data


004 HubBatc
0 DMG
99 MB
★★★★★

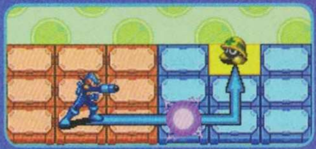
J Code	
Enemy	Bass BX

MegaMan gets a full eight Chips in the Custom Menu, and his Buster stats are maxed out. He also gains FlotShoe, AirShoes, UnderSht, and Shield Customizer effects.

BgDthThd Series Data


005 BgDthThd
??? DMG
80 MB
★★★★★

V Code	
Shop	Sky Area 1 (100 BugFrags)



The Charge Shot becomes a Thunder-style attack, which is essentially an electric ball that follows the closest enemy. The Thunder Balls inflict 200 points of damage and stun on contact. It also consumes one BugFrag per shot.

PROGRAM ADVANCES

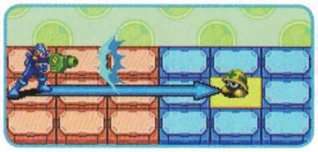
Remember that no matter how you stack your Folder, you can only use each Program Advance once per battle. After using a Program Advance, selecting the component Chips in order again afterwards sends them to your Navi as individuals.

Also, while the "sequential Code" form of Program Advance (like the GigaCan series) is typically tougher to assemble in battle, the Regular Chip combined with the Tag Chip system makes it a lot easier than in previous games. Choose one Chip as your Regular Chip, then use the other two as Tag Chips to seriously increase your odds of the combo appearing in battle.

1: GigaCan1
300 DMG
Cannon A / B / C

2: GigaCan2
400 DMG
HiCannon L / M / N

3: GigaCan3
500 DMG
M-Cannon R / S / T

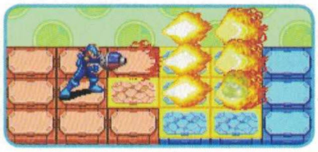


Fires a powerful cannon blast forward. Upon striking an enemy or obstacle, all eight surrounding panels take damage. It is easier to hit moving targets by shooting a stationary object and trapping them in the resulting explosion.

4: WideBrn1
300 DMG
FireBrn1 F / G / H

5: WideBrn2
350 DMG
FireBrn2 S / T / U

6: WideBrn3
400 DMG
FireBrn3 C / D / E

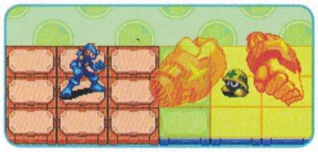


Projects a seven-panel blast of flame straight ahead, similar to the Heat Beast's Great Fire attack. Cracks all panels within the attack's radius.

7: FlmHook1
300 DMG
FireHit1 D / E / F

8: FlmHook2
350 DMG
FireHit2 R / S / T

9: FlmHook3
400 DMG
FireHit3 A / B / C

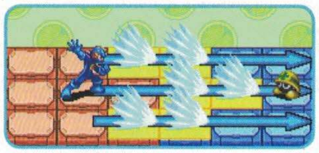


Two huge flaming Duo fists swing through the right three columns. The center column takes two hits. With Grass panels on the field, this can inflict massive damage. Enemy Navis only absorb one punch, however.

10: PwrWave1
400 DMG
WaveArm1 E / F / G

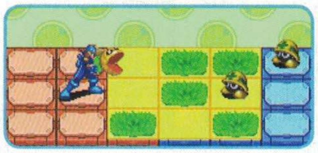
11: PwrWave2
500 DMG
WaveArm2 L / M / N

12: PwrWave3
600 DMG
WaveArm3 R / S / T



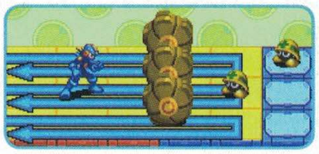
Unleashes a trio of shockwaves: one in your row and another one in the rows above and below. It also pierces through enemies and obstacles.

13: CornFsta
40x2x16 DMG
CornSht1 J / K / L
CornSht2 C / D / E
CornSht3 P / Q / R



Fires 16 double-hit CornSht blasts into random panels in a 3x3 grid directly ahead of your Navi. Any panels hit by the CorhSht blasts are turned into Grass panels.

14: ParaShl
350 DMG
IronShl1 J / K / L
IronShl2 C / D / E
IronShl3 L / M / N

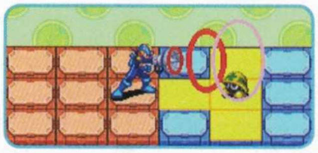


Three IronShls roll into the field from the back row up to the second-to-last column on the field. The shells then return upon reaching that point. Remember that the shells cannot cross holes.

15: DestPuls

400 DMG

ElcPuls1 J / ElcPuls2 J / ElcPuls3 J



⚡

Fires a blast similar to the normal ElcPuls Chip attack. It has several added effects on stuck enemies. Those effects include stun, blind, and an HP-drain bug. It can also strike enemies protected by Invisibl Chips.

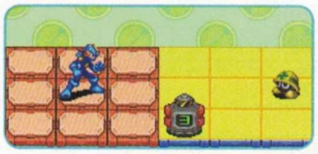
16: TimeBom+

700 DMG

TimeBom1 F / G / H

TimeBom2 C / D / E

TimeBom3 L / M / N



■

Places a 200HP giant Time Bomb into a random panel in the leftmost enemy column. When the Time Bomb counts down to zero, it explodes and causes damage to all enemy panels.

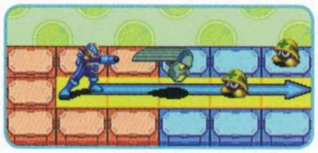
17: StreamHd

5x150 DMG

AuraHed1 B / C / D

AuraHed2 D / E / F

AuraHed3 F / G / H



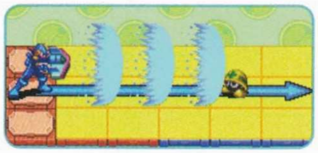
■

Fires a series of five Heady Viruses forward across the row. The Viruses pierce through obstacles and enemies; they do not have the limited range of the normal AuraHed attack.

18: SuprSpr

3x150 DMG

WideSht P / Q / R



💧

Hurls three WideSht water-blasts in a forward direction. Unlike normal WideSht blasts, these cut through enemies and obstacles.

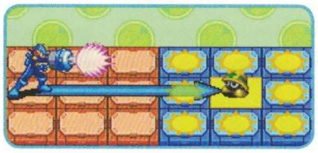
19: H-Burst

10x60 DMG

Spreadr1 L / M / O

Spreadr2 A / B / C

Spreadr3 Q / R / S



A forward moving cannon attack with an eight-panel splash effect, similar to the Spreadr series. However, the blast stays on the field, striking 10 times.

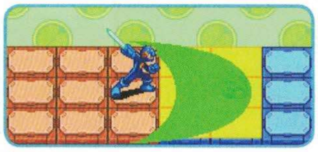
20: LifeSrd

400 DMG

Sword H / WideSwrd H / LongSwrd H

Sword L / WideSwrd L / LongSwrd L

Sword S / WideSwrd S / LongSwrd S

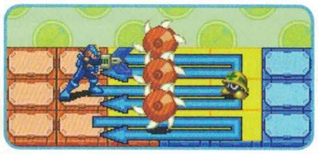


Slashes through a 2x3 block of panels. A very useful and fairly easy Program Advance to assemble, consider this one as a staple of your Folder.

21: GreatYo

6x100 DMG

Yo-Yo L / M / N

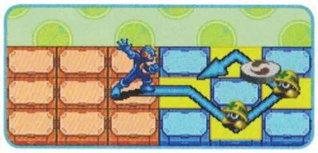


Hurls three YoYos three panels ahead: one in your row and another one in the rows above and below.

22: PitHocky

100 DMG

AirHocky L / M / N

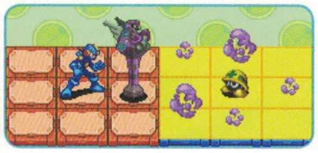


Hurls an AirHocky puck into the enemy area that bashes through everything and ricochets off holes and the edges of the area. It passes through 18 panels before ending.

23: PoisPhar

??? DMG

PoisSeed P / PoisSeed P / Anubis P

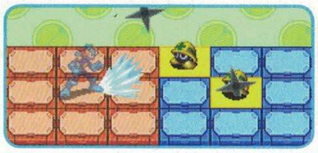


Places a 100HP PharaohMan statue in the panel ahead of you. As long as the statue remains up, it blows poison smoke into the enemy field, rapidly draining all enemies' HP.

24: BodyGrd

10x100 DMG

AntiNavi * / AntiSwrd * / AntiDmg *

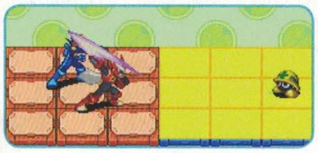


Acts like the AntiDmg trap-type Chip. If an enemy strikes your Navi once it is active, they avoid taking damage and 10 shuriken rain down into the enemy area and zero in on panels with enemies. This is very deadly against enemy Navis.

25: DblHero

10x60 DMG

WideSwrd B / LongSwrd B / ProtoMnSP B



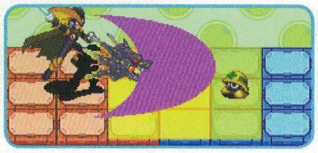
MegaMan and ProtoMan assault the entire enemy area, striking everything within range up to 10 times.

26: Darkness

2x300 DMG

VDoll F / VDoll F / Bass F

VDoll F / VDoll F / BassAnly F

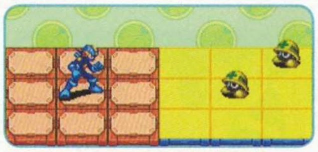


MegaMan creates a Gospel head that breathes flame into a wide enemy area with the range of the Heat Beast's Great Fire attack. The attack is followed by Bass, who attacks the two columns immediately ahead. Done in this manner, a T-shaped area is struck twice.

27: MstrCros

6x100 DMG

FireHit3 A / AquaNdl3 A / ElcPuls3 A / RskyHny3 A



MegaMan attacks once with each of his five Navi Cross forms, then a sixth time with three at once! This attack covers the entire enemy field.

28: SunMoon

6x50 + 2x200 DMG

Meteors R / Attck+30 * / Uninstll R

The Red Sun satellite fires five meteors into the panel that is located three panels ahead of your Navi. It then switches to the Blue Moon version, which fires a massive laser at the same panel. This laser can hit invisible enemies and cancels out Navi Customizer effects in the target. It finishes with another Red Sun blast that strikes the same panel, but also blasts and cracks all surrounding panels.

29: TwinLdrs

200 DMG

ProtoMnSP B / AntiNavi * / Colonel *

ColonelSP C / AntiNavi * / ProtoMan *

ProtoMan advances and slices the closest enemy with a WideSwrd-style slash. Colonel follows this attack with a Screen Divide. The enemy in the center of the attack is struck three times for 600 points of damage.

3.4.1

SHOP LISTING

BATTLE CHIP SHOPS

ASTERLAND

Item	Cost	Stock
GenDelS1 C	1000z	∞
AirHocky N	3800z	∞
DrilArm G	5000z	∞
LongBlde M	6200z	∞
WideSht P	7000z	∞
BigBomb V	9000z	∞
FullCust * (Ch.5)	7800z	∞
NumbrBl N (Ch.5)	12600Z	∞

Hey Lan!!
Welcome to AsterLand!!

ASTERLAND (CH.6)

Item	Cost	Stock
SloGauge *	5800z	∞
AntiRecv A	6900z	∞
BugBomb G	8000z	∞
AntiNavi L	9200z	∞
ElemTrap S	10600z	∞
Uninstll L	12000z	∞

Welcome to the
Famous Chip Shop!

CENTRAL AREA 2

Item	Cost	Stock
HP Memry	1000z	1
HP Memry	2000z	1
HP Memry	4000z	1
HP Memry	8000z	1
SprdGun1 L	600z	∞
Recov30 *	1000z	∞
TankGun1 R	2400z	∞
YoYo L	4600z	∞

I'm a NetMerchant...
I've got cool items!
▶ Look Don't look

SEASIDE AREA 3

Item	Cost	Stock
HP Memry	2500z	1
HP Memry	5000z	1
HP Memry	7500z	1
HP Memry	10000z	1
Lance W	4200z	∞
Recov80 K	3000z	∞
Barr100 H	3800z	∞
TimeBom1 H	8800z	∞

I'm a NetMerchant...
I've got cool items!
▶ Look Don't look

ACDC AREA

Item	Cost	Stock
HP Memry	4000z	1
HP Memry	7500z	1
HP Memry	10000z	1
HP Memry	13000z	1
HiBoomer B	5000z	∞
WindRack F	7200z	∞
Magnum F	8800z	∞
FstGauge M	12000z	∞

I'm a NetMerchant...
See what I've got?
▶ Look Don't look

UNDERNET 0

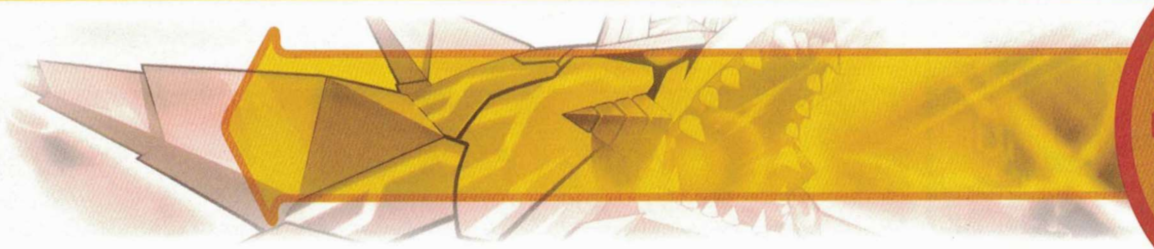
Item	Cost	Stock
Barr200 K	11200z	∞
GunDelS3 N	12000z	∞
AirSpin3 T	12900z	∞
Snctuary Z	15200z	∞
TimeBom3 L	15200z	∞
LifeAur U	22400z	∞

I'm a NetMerchant.
Look at my wares?
▶ Look Don't look

GRAVEYARD

Item	Cost	Stock
HP Memry	10000z	1
HP Memry	16000z	1
HP Memry	23000z	1
HP Memry	30000z	1
M-Boomer W	10000z	∞
Static V	14600z	∞
BlzrdBal T	18400z	∞
DeltaRay Z	30000z	∞
CrossDiv D	30000z	∞

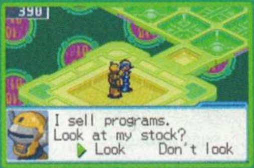
I'm a NetMerchant.
Look at my wares?
▶ Look Don't look



PROGRAM SHOPS

GREEN AREA 1

Item	Cost	Stock
HP Memry	4800z	1
HP Memry	8400z	1
Custom1 (blue)	4600z	3
MegFldr1 (green)	3000z	3
FlotShoe (pink)	3800z	1
ChpShufl (green)	6600z	1
Attack+1 (pink)	2000z	1
HP+200 (yellow)	4200z	1

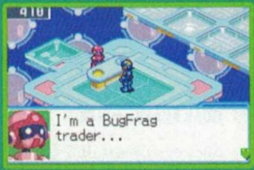


I sell programs.
Look at my stock?
▶ Look Don't look

BUGFRAG SHOPS

SKY AREA 1

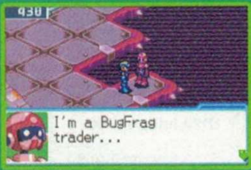
Item	Cost	Stock
BublWrap Q	24 BugFrags	∞
Mine S	36 BugFrags	∞
PoisSeed P	48 BugFrags	∞
GrabRvng Q	65 BugFrags	∞
NeoVari N	80 BugFrags	∞
BugRSwrd V	100 BugFrags	∞
BgDthThd V	100 BugFrags	∞



I'm a BugFrag
trader...

UNDERNET 2

Item	Cost	Stock
DashRun (white)	20 BugFrags	1
SprArmor (red)	35 BugFrags	1
Rflectr (green)	48 BugFrags	1
Collect (pink)	62 BugFrags	1
HP+400 (yellow)	76 BugFrags	1
GigFldr1 (red)	100 BugFrags	1

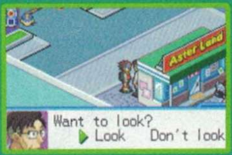


I'm a BugFrag
trader...

SUBCHIP SHOPS

CENTRAL TOWN

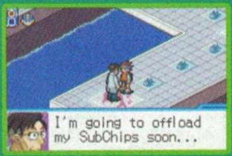
Item	Cost	Stock
MiniEnrg	100z	∞
Unlocker	4000z	∞
LocEnemy	7000z	∞



Want to look?
▶ Look Don't look

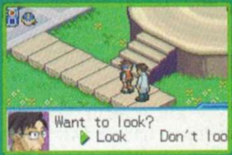
SEASIDE TOWN

Item	Cost	Stock
FullEnrg	1000z	∞
LocEnemy	7000z	∞
DashRun	500z	∞


I'm going to offload
my SubChips soon...

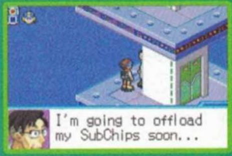
GREEN TOWN

Item	Cost	Stock
LocEnemy	7000z	∞
DashRun	500z	∞
Untrap	800z	∞


Want to look?
▶ Look Don't loo

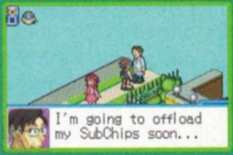
SKY TOWN

Item	Cost	Stock
FullEnrg	1000z	∞
Unlocker	4000z	∞
DashRun	500z	∞


I'm going to offload
my SubChips soon...

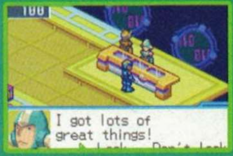
ACDC TOWN

Item	Cost	Stock
FullEnrg	1000z	∞
LocEnemy	7000z	∞
Untrap	800z	∞


I'm going to offload
my SubChips soon...

CENTRAL AREA 1

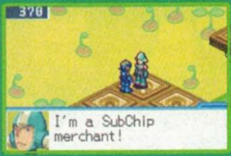
Item	Cost	Stock
FullEnrg	1000z	∞
LocEnemy	7000z	∞
DashRun	500z	∞



I got lots of
great things!

GREEN HP

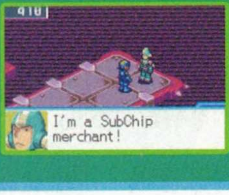
Item	Cost	Stock
FullEnrg	1000z	∞
Unlocker	4000z	∞
Untrap	800z	∞



I'm a SubChip
merchant!

UNDERNET 1

Item	Cost	Stock
FullEnrg	1000z	∞
LocEnemy	7000z	∞
Untrap	800z	∞

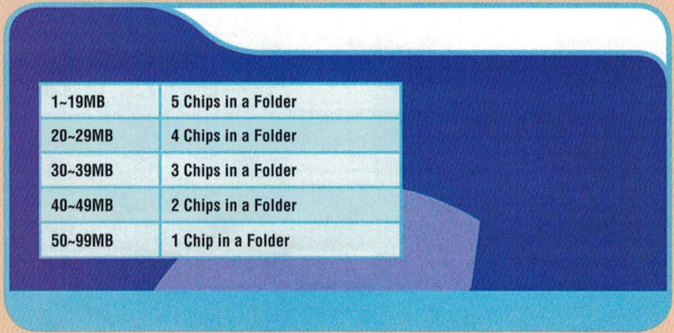


I'm a SubChip
merchant!

3.4.2

CHIP TRADERS

Chip Traders may not be the most reliable source of new Chips, but they're certainly a good way to clear out a cluttered pack and maybe get something new in return. Traders use an auto-save feature, so once you get your new Chip in return, there's no resetting to try again! Don't put in Chips you may need and always keep at least the maximum number of any Chip in an active Folder for *all* Codes! You never know when you may want a full complement of a single Chip in a specific Code!



1~19MB	5 Chips in a Folder
20~29MB	4 Chips in a Folder
30~39MB	3 Chips in a Folder
40~49MB	2 Chips in a Folder
50~99MB	1 Chip in a Folder

Each Trader has its own selection of stock from which it chooses at set odds depending on Chip rarity. The Letter Code for the selected Chip is also chosen at random.

Any time you activate a trader, there is a 1 in 4 chance that it will choose a Chip that you already have in your Data Library before it chooses a random Chip from its stock. Naturally, this Library-chosen Chip is never one that the Trader does not carry. Don't think for one moment that you can get an SP Navi Chip from the AsterLand Trader!

AsterLand Chip Trader Stock

Cost: 3 Chips per new Chip

★ (28/64 odds)

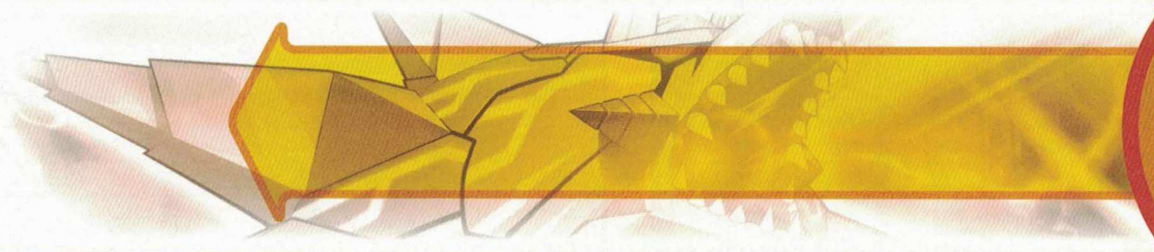
- S001 Cannon ABC
- S004 AirShot *
- S005 Vulcan1 BDS
- S009 Spreadr1 LMN
- S012 TankGun1 AGR
- S019 FireBrn1 FGH
- S023 TrnArrw1 AFK
- S026 BblStar1 BET
- S036 CornSht1 JKL
- S039 RskyHny1 BGS
- S042 RlngLog1 IKP
- S045 IronShl1 JKL
- S055 MachGun1 ART
- S058 MiniBomb BLR
- S062 FlshBom1 JLQ
- S070 Sword HLS
- S088 CrakShot AGT
- S091 Rflectr1 ACP
- S094 WaveArm1 EFG
- S105 FireHit1 DEF
- S112 AquaNdl1 CJP
- S127 GolmHit1 IKY
- S138 RockCube *
- S139 LilBolr1 FKL
- S156 Recov10 ADL
- S157 Recov30 ELQ
- S158 Recov50 CMP
- S164 PanlGrab *
- S172 ComingRd *
- S173 GoingRd *
- S185 MagCoil *
- S196 Attck+10 *

★★ (24/64 odds)

- S002 HiCannon LMN
- S004 AirShot *
- S006 Vulcan2 DFL
- S010 Spreadr2 ABC
- S015 GunDelS1 CMT
- S020 FireBrn2 STU
- S024 TrnArrw2 GMZ
- S027 BblStar2 CLV
- S029 Thunder BRS
- S046 IronShl2 CDE
- S056 MachGun2 EGS
- S060 EnergBom CKV
- S067 GrasSeed AFS
- S068 IceSeed ALR
- S071 WideSwrd HLS
- S089 DublShot CRU
- S092 Rflectr2 BGY
- S095 WaveArm2 LMN
- S106 FireHit2 RST
- S113 AquaNdl2 FKT
- S119 Boomer JKT
- S128 GolmHit2 DPU
- S131 AirSpin1 FGR
- S134 Wind *
- S135 Fan *
- S145 TimeBom1 FGH
- S149 Fanfare PSZ
- S159 Recov80 HKV
- S165 AreaGrab BFS
- S168 PnlRetrn *
- S180 Barrier AFR
- S192 WhiCapsl *
- S194 CopyDmg *
- S195 LifeSync *
- S199 ColorPnt *

★★★ (6/64 odds)

- S018 YoYo LMN
- S072 LongSwrd HLS
- S090 TrplShot JLV
- S179 Invisibl *



GREEN TOWN CHIP TRADER STOCK

Cost: 10 Chips per new Chip

★ (12/64 odds)

- S062 FlshBom1 JLQ*
- S085 MchnSwrd HLQ
- S097 SandWrm1 AGL
- S138 RockCube *
- S156 Recov10 ADL*
- S157 Recov30 ELQ*
- S158 Recov50 CMP*
- S164 PanlGrab *
- S172 ComingRd *
- S173 GoingRd *
- S185 MagCoil *
- S196 Attck+10 *

★★ (18/64 odds)

- S002 HiCannon LMN
- S006 Vulcan2 DFL
- S010 Spreadr2 ABC*
- S013 TankGun2 LSV
- S020 FireBrn2 STU
- S024 TrnArrw2 GMZ
- S027 BblStar2 CLV
- S031 DolThdr2 CLP
- S034 ElcPuls2 AEJ
- S037 CornSht2 CDE
- S040 RskyHny2 CRV
- S043 RlngLog2 EQZ
- S046 IronShl2 CDE
- S049 AuraHed2 DEF
- S056 MachGun2 EGS
- S063 FlshBom2 GKR
- S075 FireSwrd FOZ
- S086 ElemSwrd JMU
- S092 Rflectr2 BGY*
- S095 WaveArm2 LMN
- S098 SandWrm2 BRY
- S101 SumnBlk2 BRY
- S106 FireHit2 RST
- S109 BurnSqr2 DMT
- S113 AquaNdl2 FKT
- S117 Sensor2 NUY
- S128 GolmHit2 DPU
- S131 AirSpin1 FGR
- S134 Wind *
- S135 Fan *
- S140 LilBolr2 EMV
- S143 AirRaid2 OTY
- S149 Fanfare PSZ*
- S150 Discord AGS*
- S151 Timpani IOT*
- S152 Discord BRW*
- S159 Recov80 HKV*
- S160 Recov120 FPS
- S165 AreaGrab BFS*
- S168 PnlRetrn *
- S170 HolyPanl ABS*
- S177 BusterUp *
- S180 Barrier AFR*
- S192 WhiCapsl *
- S194 CopyDmg *
- S195 LifeSync *
- S199 ColorPnt *

★★★ (18/64 odds)

- S003 M-Cannon RST*
- S007 Vulcan3 AGR
- S011 Spreadr3 QRS*
- S014 TankGun3 BMP
- S016 GunDelS2 BER
- S018 YoYo LMN
- S021 FireBrn3 CDE
- S022 WideSht PQR
- S025 TrnArrw3 MSY
- S028 BblStar3 GRS
- S032 DolThdr3 BRV
- S035 ElcPuls3 AJS
- S038 CornSht3 PQR
- S041 RskyHny3 ADM
- S047 IronShl3 LMN
- S050 AuraHed3 FGH
- S051 AirHocky LMN
- S052 DrilArm GMW
- S053 Tornado LRT
- S057 MachGun3 BFM
- S061 MegEnBom GMO*
- S064 FlshBom3 HPS
- S066 BugBomb GSV
- S076 AquaSwrd AIV
- S077 ElecSwrd EKN
- S078 BambSwrd HSW
- S079 WindRack FJR
- S080 StepSwrd BLP
- S081 VariSwrd BLP
- S083 MoonBld AMT
- S093 Rflectr3 EFO*
- S096 WaveArm3 RST
- S102 SumnBlk3 HJS
- S107 FireHit3 ABC
- S110 BurnSqr3 EOZ
- S114 AquaNdl3 ALU
- S118 Sensor3 IKQ
- S120 HiBoomer BLV
- S123 HeatDrgn GRT
- S124 ElecDrgn ALV
- S129 GolmHit3 HMV
- S132 AirSpin2 ALT
- S136 Magnum FLW
- S137 CircGun PTV
- S141 LilBolr3 GSZ
- S144 AirRaid3 NUZ
- S146 TimeBom2 CDE
- S148 Mine AST
- S161 Recov150 JMT
- S163 Reco200 IQZ
- S166 GrabBack BMS
- S169 Geddon ALR
- S174 SloGauge ABG*
- S175 FstGauge EMR
- S179 Invisibl *
- S181 Barr100 HOY
- S183 BublWrap IQZ
- S186 ColArmy BGR
- S187 ElemTrap GSU
- S189 AntiDamg GRV*
- S190 AntiSwrd ARZ*
- S191 AntiRecv AFV
- S198 Navi+20 *
- M001 Roll R
- M004 ProtoMan B
- M007 HeatMan H
- M010 ElecMan E
- M013 SlashMan S
- M016 EraseMan K
- M019 ChrgeMan C
- M007 SpoutMan A
- M010 TmhkMan T
- M013 TenguMan T
- M016 GrndMan G
- M019 DustMan D
- S022 BlastMan B
- S025 DiveMan D
- S028 CrcusMan C
- S031 JudgeMan J
- S034 ElmntMan E
- S037 Colonel C

★★★★ (12/64 odds)

- S059 BigBomb OPV
- S065 BlakBom BFO
- S073 WideBlde BRW
- S074 LongBlde BMV
- S103 Snake HLM
- S122 Lance ARW*
- S125 AquaDrgn HPS
- S147 TimeBom3 LMN
- S153 VDoll FNS*
- S167 GrabBnsh IQZ
- S178 BugFix KPZ
- S182 Barr200 KUW
- S188 AntiNavi FLT
- S193 Uninstll GLR
- M002 Roll2 R
- M005 ProtoMnEX B
- M008 HeatManEX H
- M011 ElecManEX E
- M014 SlashMnEX S
- M017 EraseMnEX K
- M020 ChrgeMnEX C
- M008 SpoutMnEX A
- M011 TmhkMnEX T
- M014 TenguMnEX T
- M017 GrndManEX G
- M020 DustManEX D
- S023 BlastMnEX B
- S026 DiveManEX D
- S029 CrcusMnEX C
- S032 JudgeMnEX J
- S035 ElmntManEX E
- S037 ColonelEX C

SKY TOWN CHIP TRADER STOCK

Cost: 10 Chips per new Chip

★ (12/64 odds)
S001 Cannon ABC*
S005 Vulcan1 BDS*
S009 Spreadr1 LMN*
S012 TankGun1 AGR
S019 FireBrn1 FGH*
S023 TrnArrw1 AFK
S026 BblStar1 BET
S030 DolThdr1 AEQ
S033 ElcPuls1 JLS
S036 CornSht1 JKL
S039 RskyHny1 BGS
S042 RlngLog1 IKP
S045 IronShl1 JKL
S048 AuraHed1 BCD
S055 MachGun1 ART*
S058 MiniBomb BLR*
S070 Sword HLS*
S088 CrakShot AGT*
S091 Rflectrr1 ACP*
S094 WaveArm1 EFG
S100 SumnBlk1 AGL
S105 FireHit1 DEF
S108 BurnSqr1 HPV
S112 AquaNdl1 CJP
S116 Sensor1 JOW
S127 GolmHit1 IKY
S138 RockCube *
S139 LilBolr1 FKL
S142 AirRaid1 GKR
S156 Recov10 ADL*
S157 Recov30 ELQ*
S158 Recov50 CMP*
S164 PanlGrab *
S172 ComingRd *
S173 GoingRd *
S185 MagCoil *
S196 Attck+10 *

★★ (18/64 odds)
S002 HiCannon LMN*
S006 Vulcan2 DFL
S010 Spreadr2 ABC*
S013 TankGun2 LSV
S015 GunDelS1 CMT*
S020 FireBrn2 STU
S024 TrnArrw2 GMZ
S027 BblStar2 CLV
S029 Thunder BRS*
S031 DolThdr2 CLP
S034 ElcPuls2 AEJ
S037 CornSht2 CDE
S040 RskyHny2 CRV
S043 RlngLog2 EQZ
S046 IronShl2 CDE
S056 MachGun2 EGS
S060 EnergBom CKV*
S067 GrasSeed AFS*
S068 IceSeed ALR*
S071 WideSwrd HLS*
S075 FireSwrd FOZ
S089 DublShot CRU*
S092 Rflectr2 BGY*
S095 WaveArm2 LMN
S106 FireHit2 RST
S113 AquaNdl2 FKT
S119 Boomer JKT
S128 GolmHit2 DPU
S131 AirSpin1 FGR
S134 Wind *
S135 Fan *
S140 LilBolr2 EMV
S143 AirRaid2 OTY
S145 TimeBom1 FGH
S149 Fanfare PSZ*
S150 Discord AGS*
S159 Recov80 HKV*
S160 Recov120 FPS
S165 AreaGrab BFS*
S168 PnlRetrn *
S170 HolyPanl ABS*
S177 BusterUp *
S180 Barrier AFR*
S192 WhiCapsl *
S194 CopyDmg *
S195 LifeSync *
S199 ColorPnt *

★★★ (18/64 odds)
S003 M-Cannon RST
S004 AirShot *
S016 GunDelS2 BER
S018 YoYo LMN*
S051 AirHocky LMN
S052 DrilArm GMW
S053 Tornado LRT
S061 MegEnBom GMO*
S072 LongSwrd HLS*
S076 AquaSwrd AIV
S077 ElecSwrd EKN
S078 BambSwrd HSW
S079 WindRack FJR
S080 StepSwrd BLP
S081 VariSwrd BLP
S083 MoonBld AMT
S090 TrplShot JLV*
S120 HiBoomer BLV
S132 AirSpin2 ALT
S136 Magnum FLW
S137 CircGun PTV
S146 TimeBom2 CDE
S148 Mine AST
S161 Recov150 JMT
S166 GrabBack BMS
S174 SloGauge ABG*
S175 FstGauge EMR
S179 Invisibl *
S181 Barr100 HOY
S183 BublWrap IQZ
S186 ColArmy BGR
S187 ElemTrap GSU
S189 AntiDamg GRV*
S190 AntiSwrd ARZ*
S191 AntiRecv AFV
S198 Navi+20 *

★★★★ (12/64 odds)
S059 BigBomb OPV
S065 BlakBom BFO
S073 WideBlde BRW
S074 LongBlde BMV
S103 Snake HLM
S122 Lance ARW*
S176 FullCust *
S188 AntiNavi FLT
S193 Uninstll GLR
S197 Attck+30 *
S200 DblPoint *

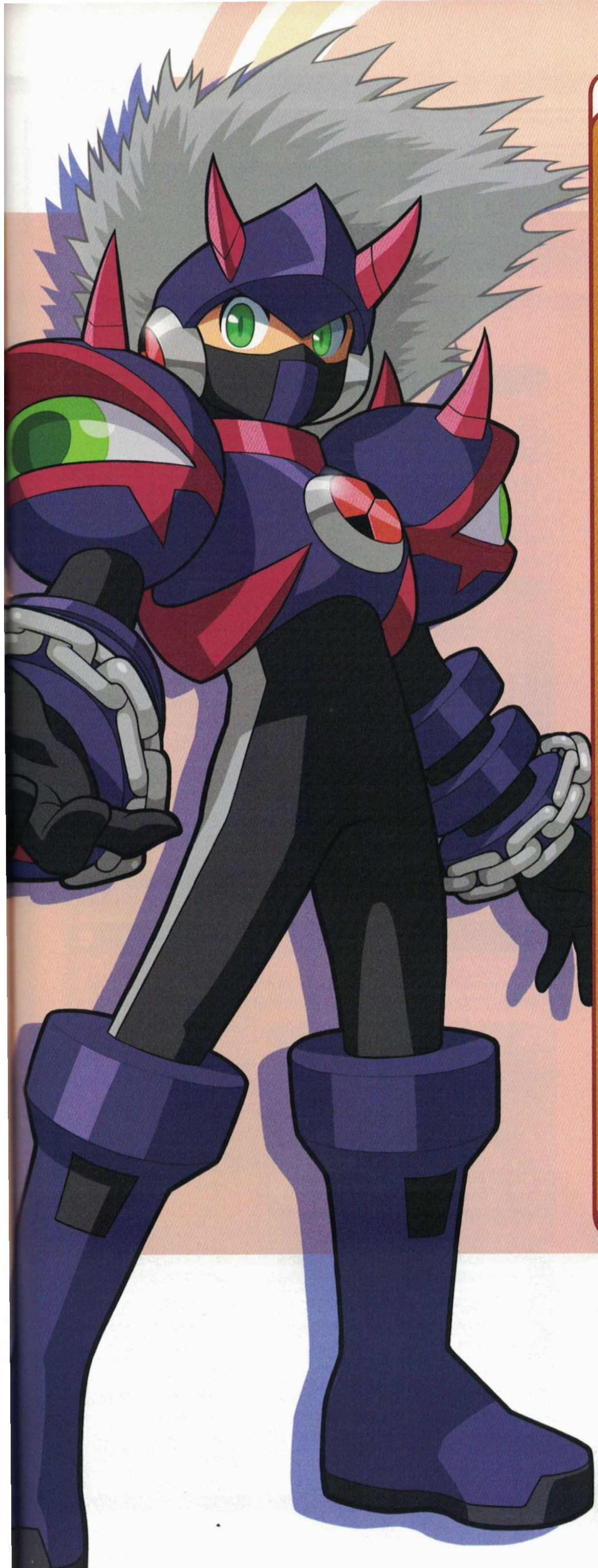
ACDC TOWN CHIP TRADER STOCK

Cost: 10 Chips per new Chip

★ (12/64 odds)
S001 Cannon ABC
S005 Vulcan1 BDS
S009 Spreadr1 LMN
S012 TankGun1 AGR
S019 FireBrn1 FGH
S023 TrnArrw1 AFK
S026 BblStar1 BET
S030 DolThdr1 AEQ
S033 ElcPuls1 JLS
S036 CornSht1 JKL
S039 RskyHny1 BGS
S042 RlngLog1 IKP
S045 IronShl1 JKL
S048 AuraHed1 BCD
S055 MachGun1 ART
S058 MiniBomb BLR
S062 FlshBom1 JLQ
S070 Sword HLS
S088 CrakShot AGT
S091 Rflectrr1 ACP
S094 WaveArm1 EFG
S097 SandWrm1 AGL
S100 SumnBlk1 AGL
S105 FireHit1 DEF
S108 BurnSqr1 HPV
S112 AquaNdl1 CJP
S116 Sensor1 JOW
S127 GolmHit1 IKY
S138 RockCube *
S139 LilBolr1 FKL
S142 AirRaid1 GKR
S156 Recov10 ADL
S157 Recov30 ELQ
S158 Recov50 CMP
S164 PanlGrab *
S172 ComingRd *
S173 GoingRd *
S185 MagCoil *
S196 Attck+10 *

★★ (18/64 odds)
S002 HiCannon LMN*
S004 AirShot *
S006 Vulcan2 DFL
S010 Spreadr2 ABC
S013 TankGun2 LSV
S015 GunDelS1 CMT
S020 FireBrn2 STU
S024 TrnArrw2 GMZ
S027 BblStar2 CLV
S029 Thunder BRS
S031 DolThdr2 CLP
S034 ElcPuls2 AEJ
S037 CornSht2 CDE
S040 RskyHny2 CRV
S043 RlngLog2 EQZ
S046 IronShl2 CDE
S049 AuraHed2 DEF
S056 MachGun2 EGS
S060 EnergBom CKV
S071 WideSwrd HLS
S075 FireSwrd FOZ
S089 DublShot CRU
S092 Rflectr2 BGY
S095 WaveArm2 LMN
S101 SumnBlk2 BRY
S106 FireHit2 RST
S109 BurnSqr2 DMT
S113 AquaNdl2 FKT
S117 Sensor2 NUY
S119 Boomer JKT
S128 GolmHit2 DPU
S131 AirSpin1 FGR
S134 Wind *
S135 Fan *
S140 LilBolr2 EMV
S143 AirRaid2 OTY
S145 TimeBom1 FGH
S149 Fanfare PSZ
S150 Discord AGS
S151 Timpani IOT
S159 Recov80 HKV
S160 Recov120 FPS
S165 AreaGrab BFS
S168 PnlRetrn *
S177 BusterUp *
S180 Barrier AFR
S192 WhiCapsl *
S194 CopyDmg *
S195 LifeSync *
S199 ColorPnt *

★★★ (18/64 odds)
S016 GunDelS2 BER
S061 MegEnBom GMO
S072 LongSwrd HLS
S076 AquaSwrd AIV
S090 TrplShot JLV
S161 Recov150 JMT
S179 Invisibl *
M001 Roll R
M007 HeatMan H
M010 ElecMan E
M013 SlashMan S
M016 EraseMan K
M019 ChrgeMan C
M007 SpoutMn A
M010 TmhkMan T
M013 TenguMan T
M016 GrndMan G
M019 DustMan D
S022 BlastMan B
S025 DiveMan D
S028 CrcusMan C
S031 JudgeMan J
S034 ElmntMan E
S037 Colonel C



BUGFRAG CHIP TRADER STOCK

Cost: 10 BugFrags per new Chip

☆☆☆ (18/64 odds)

- S069 PoisSeed HNP*
- S087 AssnSwrd NRY
- S099 SandWrm3 HJS
- M001 Roll R
- M004 ProtoMan B
- M007 HeatMan H
- M010 ElecMan E
- M013 SlashMan S
- M016 EraseMan K
- M019 ChrgeMan C
- M007 SpoutMn A
- M010 TmhkMan T
- M013 TenguMan T
- M016 GrndMan G
- M019 DustMan D
- M022 BlastMan B
- M025 DiveMan D
- M028 CircsMan C
- M031 JudgeMan J
- M034 ElmntMan E
- M037 Colonel C

☆☆☆☆ (12/64 odds)

- S008 SuprVulc V
- S017 GunDelS3 NQW
- S054 Static GSV
- S082 NeoVari N
- S084 Muramasa M
- S121 M-Boomer IMW
- S126 WoodDrgn GTV
- S133 AirSpin3 NOT
- S147 TimeBom3 LMN
- S163 Reco300 JOY
- M002 Roll2 R
- M005 ProtoMnEX B
- M008 HeatManEX H
- M011 ElecManEX E
- M014 SlashMnEX S
- M017 EraseMnEX K
- M020 ChrgeMnEX C
- M008 SpoutMnEX A
- M011 TmhkMnEX T
- M014 TenguMnEX T
- M017 GrndManEX G
- M020 DustManEX D
- M023 BlastMnEX B
- M026 DiveManEX D
- M029 CircsMnEX C
- M032 JudgeMnEX J
- M035 ElmntManEX E
- M038 ColonelEX C

☆☆☆☆☆ (4/64 odds)

- S104 NumbrBl N
- S111 Meteors R
- S115 BlzrdBal HNT
- S130 JustcOne J
- S154 Guardian O
- S155 Anubis P
- S171 Snctuary Z
- S184 LifeAura U
- M003 Roll3 R
- M006 ProtoMan B
- M009 HeatManSP H
- M012 ElecManSP E
- M015 SlashMnSP S
- M018 EraseMnSP K
- M021 ChrgeMnSP C
- M009 SpoutMnSP A
- M012 TmhkMnSP T
- M015 TenguMnSP T
- M018 GrndManSP G
- M021 DustManSP D
- M024 BlastMnSP B
- M027 DiveManSP D
- M030 CircsMnSP C
- M033 JudgeMnSP J
- M036 ElmntManSP E
- M039 ColonelSP C

3.4.3

EXTRA FOLDERS

If you're feeling up to a little challenge, why not try fighting with an Extra Folder? The Chips in these Folders are locked, so you can't customize your attack plan.

GIFTFLDR

920

Want to give the
"GiftFldr" I
have a try?

You get this Folder with the Navi Customizer Email. Should you decide to replace it, you can get it back by talking to the Navi inside the Class 1-1 Comp in Chapter 3 or beyond.

Cannon A	Cannon A	Cannon B
Cannon B	AirShot *	AirShot *
AirShot *	AirShot *	Vulcan1 D
Vulcan1 D	Vulcan1 D	Vulcan1 D
MiniBomb L	MiniBomb L	MiniBomb L
MiniBomb L	Sword S	Sword S
Sword S	Sword S	WideSwrd S
WideSwrd S	CrakShot *	CrakShot *
CrakShot *	Recov10 A	Recov10 A
Recov10 A	Attck+10 *	Attck+10 *

SOULFLDR

640

It's called...
"SoulFldr"!!

This Folder is geared heavily towards Program Advances. Unfortunately, most of them are of the "sequential code" variety, but the AreaGrab/LifeSwrd combo potential is really nice. This Folder is best used for filling a few holes in your P.A. Memo. Talk to the orange Navi in Undernet Zero from Chapter 6 on to get this Folder.

M-Cannon R	M-Cannon S	M-Cannon T
FireBrn2 S	FireBrn2 T	FireBrn2 U
FireHit2 R	FireHit2 S	FireHit2 T
GrasSeed *	GrasSeed *	GrasSeed *
Sword S	Sword S	Sword S
WideSwrd S	WideSwrd S	WideSwrd S
LongSwrd S	LongSwrd S	LongSwrd S
AreaGrab S	AreaGrab S	BusterUp *
BusterUp *	BusterUp *	BusterUp *
Roll R	Roll2 R	Roll3 R

APRTCFLD

There are actually some pretty powerful and useful Chips in this Folder. However, the lack of Program Advances in it can prove difficult. Talk to the man across the street from Mayl's house in ACDC Town in Chapter 6 and beyond to get this Folder.

Your old Extra
Folder is now called
"AprtcFld".

GunDelS1 C	GunDelS1 C	GunDelS1 C
GunDelS1 C	GunDelS2 R	GunDelS2 R
GunDelS2 R	WaveArm1 F	WaveArm1 F
WaveArm1 F	AirRaid1 R	AirRaid1 R
AirRaid1 R	TimeBom1 F	TimeBom1 F
TimeBom1 F	Fanfare *	Fanfare *
Fanfare *	Boomer J	Boomer J
Boomer J	Invisibl *	Invisibl *
Invisibl *	Recov80 *	Recov80 *
Recov80 *	Recov80 *	Barr100 O

EXPTFLDR

Mr. Famous usually packs a better Folder than this. Still, the simple fact that it has three EX Navi Chips gives it some creditability, plus is quite good for filling up some difficult holes in your Data Library. Talk to the scientist in Sky Town's Force Room in Chapter 7 and beyond to get his Folder.

Your old Extra
Folder is now called
"ExptFldr".

BblStar2 C	BblStar2 C	BblStar2 C
DolThdr2 C	DolThdr2 C	DolThdr2 C
WideSht P	WideSht P	WideSht P
WideSht P	GolmHit2 P	GolmHit2 P
GolmHit2 P	IceSeed *	IceSeed *
VariSwrd V	VariSwrd V	VariSwrd V
Sword *	WideSwrd B	WideSwrd B
LongSwrd B	LongSwrd B	ComingRd *
AreaGrab *	WhiCapsl *	WhiCapsl *
BlastMnEX B	DiveManEX D	CircusMnEX C

UPGRADING

As always, MegaMan starts out with some meager stats. Buy or find as many upgrades as possible to bring him to his maximum potential!

HP MEMRY

Each HP Memry increases MegaMan's maximum HP by 20 points (and also automatically restores 20 points). Sure, 20 isn't a lot by itself, but they add up fast! MegaMan goes from a mere 100 HP to 1000 HP after you obtain all of the HP Memry upgrades!

LOCATION	OBTAINED IN
Central Area 2	NetDealer (1000z)
Central Area 2	NetDealer (2000z)
Central Area 2	NetDealer (4000z)
Central Area 2	NetDealer (8000z)
Green Area 1	Program Dealer (4800z)
Green Area 1	Program Dealer (8400z)
Seaside Area 3	NetDealer (2500z)
Seaside Area 3	NetDealer (5000z)
Seaside Area 3	NetDealer (7500z)
Seaside Area 3	NetDealer (10000z)
ACDC Area	NetDealer (4000z)
ACDC Area	NetDealer (75000z)
ACDC Area	NetDealer (10000z)
ACDC Area	NetDealer (13000z)
Graveyard 1	NetDealer (10000z)
Graveyard 1	NetDealer (16000z)
Graveyard 1	NetDealer (23000z)
Graveyard 1	NetDealer (30000z)
Class1-2Comp	Blue Mystery Data
RobCtrlComp 1	Blue Mystery Data
Control Room	Ladder
OpRoom	Rightmost air tank
ACDC Town	Dex's door
Seaside Area 1	Blue Mystery Data
Green Area 2	Blue Mystery Data
Underground 2	Blue Mystery Data
Undernet 3	Blue Mystery Data
Graveyard 2	Blue Mystery Data
Immortal Area	Blue Mystery Data
Aquarium HP	Blue Mystery Data
Green HP	Blue Mystery Data
AquarumComp 1	Blue Mystery Data
JdgTreeComp 2	Blue Mystery Data
MrWeathrComp 2	Blue Mystery Data
PavilionComp 3	Blue Mystery Data
PrcplOfcComp	Blue Mystery Data
PpcrnShpComp	Blue Mystery Data
Sky Area NetCafe	Listen to all advice (Ch.7)
SecurCamComp	Ch.4 test completion
ACDC	Dex's Door
"For Victory!" Job	Completion payment
"Stock Up!" Job	Completion payment
"Loan Collector" Job	Completion payment
"Got a Problem" Job	Completion payment
"Do Something!" Job	Completion payment

HP Memry only changes MegaMan's max HP. Your other Navis' HP levels are dictated by the story—sorry!

REGUP

RegUp upgrades increase the size of the PET's Regular Memory, enabling you to place more powerful Chips as the Regular Chip. Get all the upgrades to gain up to 50MB of Regular Memory!

LOCATION	SIZE	OBTAINED IN
Central Area 2	+2	Blue Mystery Data
Room 6-1	+1	Blackboard
Room6-2Comp	+2	Blue Mystery Data
RobCtrlComp 2	+2	Blue Mystery Data
Auditorium	+1	Trash bin
Prncpl's Ofc	+1	Coffee table
Seaside Hall	+2	Waterfall
Court Foyer	+2	Large flowerbed
Seaside Area 3	+2	Blue Mystery Data
Sky Area 2	+3	Blue Mystery Data
Undernet 0	+2	Blue Mystery Data
Undernet 1	+1	Blue Mystery Data
Graveyard 2	+2	Blue Mystery Data
AquarumComp 2	+2	Blue Mystery Data
JdgTreeComp 3	+3	Blue Mystery Data
MrWeatherComp 1	+1	Blue Mystery Data
PavilionComp 2	+2	Blue Mystery Data
TeachrRmComp	+1	Blue Mystery Data
Mascot Comp	+1	Blue Mystery Data
Symbol Comp	+2	Blue Mystery Data
AirCndtrComp	+1	Blue Mystery Data
Shower Comp	+1	Blue Mystery Data
ObservtnComp	+2	Blue Mystery Data
"Find Keepsake" Job	+2	Completion payment
"Somebody Help!" Job	+1	Completion payment
"Stand In Recruit" Job	+1	Completion payment
"TimeCpsl" Job	+2	Completion payment
"Buy Which Stock?" Job	+2	Completion payment

SUBMEM

Normally, Lan can only carry three of any kind of SubChip. However, each SubMem he discovers increases that amount by one, for up to seven of each kind of SubChip.

LOCATION	OBTAINED IN
Seaside Area 1	Blue Mystery Data
Central Area 2	Ch.2 "Battle Event"
Underground 2	Blue Mystery Data
Book Comp	Blue Mystery Data

3.5 NAVI CUSTOMIZER

The Navi Customizer is a fantastic way to power up MegaMan with a wide variety of abilities for almost any function. By placing Program Blocks into the grid, MegaMan gains new abilities and improvements to his base stats. Just remember the following rules when programming MegaMan to prevent bugs in his system:

- **No two Program Blocks of the same color can touch each other.**
- **You can only have up to four different colors of Program in the grid at any one time.**
- **"Flat" Program Parts must pass through the Program Line.**
- **Textured Plus Parts cannot pass through the Program Line.**

Of course, a crafty programmer can break some of these rules to purposely cause certain bugs…

All Progam Parts (and one Plus Part) have "Compression Commands", or a special button combination that permanently removes one to three blocks from the Part's shape. This makes plugging them into the Customizer all the easier. To enter the command, highlight the Part you want, press and hold right on the control pad, and enter the correct code.

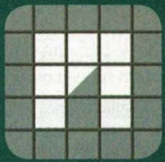
The blocks that are removed with Compression Commands are represented in this section by half-blocks.

PROGRAM PARTS

Blocks without textures are Program Parts that give MegaMan new abilities. These Blocks must intersect with the Program line in order to work. Otherwise, they cause bugs in MegaMan's programming.

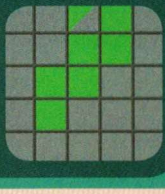
AIRSHOES

- **Effect: MegaMan can move over broken Panels and holes.**
- **Bug Type: Panel**
- **Obtained: Underground 1 Purple Mystery Data**



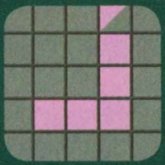
ANTIMAGC

- **Effect: Press [la] B when attacked to avoid damage when attacked and hurl a shuriken at the enemy field.**
- **Bug Type: Processing**
- **Obtained: Undernet 2 Purple Mystery Data**



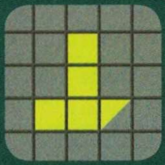
AUTOHEAL

- **Effect: MegaMan automatically restores a portion of his lost HP after battles.**
- **Bug Type: Panel**
- **Obtained: Sky HP Purple Mystery Data**



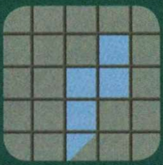
BATTERY

- **Effect: Attracts Elec-Element Viruses in random encounters.**
- **Bug Type: Field**
- **Obtained: VendngMcComp Blue Mystery Data**



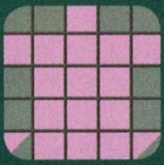
BEAT

- **Effect: Link Battle only; turns enemy's Mega/Giga Chips against them, once per turn.**
- **Bug Type: ???**
- **Obtained: Number Trader (blue)**



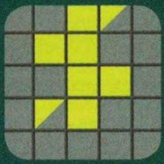
BODYPACK

- **Effect: AirShoes, FlotShoe, SprArmor and UnderSht effects**
- **Bug Type: ???**
- **Obtained: Number Trader (pink)**



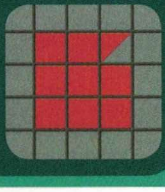
BUGSTOP

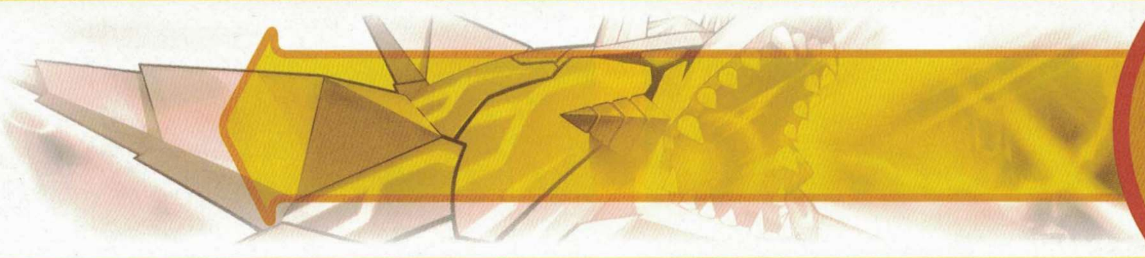
- **Effect: Removes all Bugs from improper Customizer programming.**
- **Bug Type: None**
- **Obtained: Hear all advice at the Central Area 1 NetCafe**



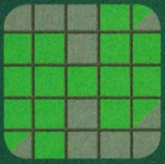
BUSTPACK

- **Effect: Attack, Charge & Speed +3**
- **Bug Type: Buster**
- **Obtained: Number Trader (red)**



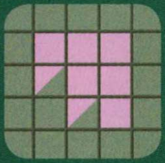


CHPSHUFL



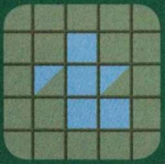
- Effect: Enables you to reshuffle for new Chips in your Custom Menu one time.
- Bug Type: Custom
- Obtained: Green Area 1 Program Dealer (6600z)

COLLECT



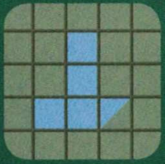
- Effect: Always win a Chip from random encounters.
- Bug Type: Result
- Obtained: Undernet 2 BugFrag Dealer (62 BugFrags)

CUSTOM1



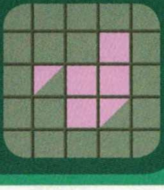
- Effect: Adds one more Chip to the Custom Menu in battle.
- Bug Type: Custom
- Obtained: Green Area 1 Program Dealer (4600z)

FISH



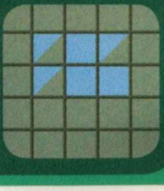
- Effect: Attracts Aqua-Element Viruses in random encounters.
- Bug Type: Field
- Obtained: Sky Area 1 Normal Navi (Ch.5)

FLOTSHOE



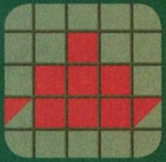
- Effect: MegaMan ignores negative Panel effects like Poison.
- Bug Type: Panel
- Obtained: Green Area 1 Program Dealer (3800z)

FSTBARR



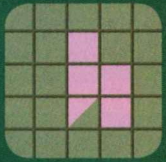
- Effect: Gives MegaMan a barrier that nullifies one hit at the start of battle.
- Bug Type: Processing
- Obtained: AquarumComp 2 Blue Mystery Data

GIGFLDR1



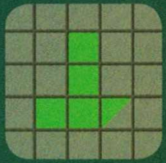
- Effect: Enables Lan to carry one more Giga Chip in his active Folder.
- Bug Type: Custom
- Obtained: Undernet 2 BugFrag Dealer (100 BugFrags)

HUMOR



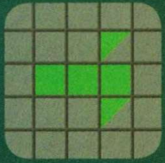
- Effect: When controlling Lan, press L to hear some major groaner jokes.
- Bug Type: Emotion
- Obtained: Green Area 1 Mr. Prog

JUNGLE



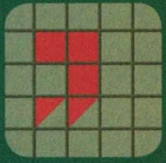
- Effect: Attracts Wood-Element Viruses in random encounters.
- Bug Type: Field
- Obtained: SecurCamComp Blue Mystery Data

MEGFLDR1



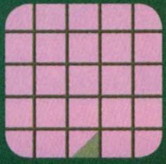
- Effect: Enables Lan to carry one more Mega Chip in his active Folder.
- Bug Type: Custom
- Obtained: Green Area 1 Program Dealer (3000z)

MILLIONS



- Effect: Green Mystery Data always gives Zenny.
- Bug Type: Result
- Obtained: ???Job 17 completion payment

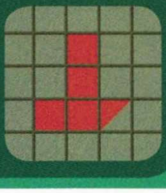
NMBROPEN



- Effect: Obtain 10 Chips each time you open the Custom Menu.
- Bug Type: Custom
- Obtained: ???Job 22 completion payment

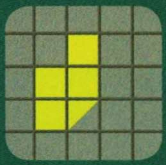
OILBODY

- Effect: Attracts Fire-Element Viruses in random encounters.
- Bug Type: Field
- Obtained: Fan Comp Blue Mystery Data



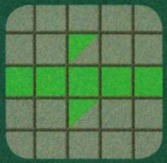
POEM

- Effect: ???
- Bug Type: Emotion
- Obtained: PunishmentRm Mr. Prog



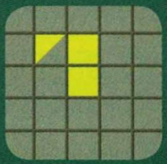
REFLECT

- Effect: Press [la] B to access a shield that blocks enemy attacks and retaliates with a 50-point Shockwave.
- Bug Type: Processing
- Obtained: Undernet 2 BugFrag Dealer (48 BugFrags)



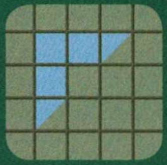
RUSH

- Effect: Link Battle only; paralyzes opponents who use Invisibl Chips.
- Bug Type: ???
- Obtained: Number Trader (yellow)



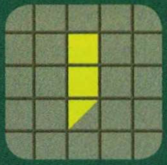
SHIELD

- Effect: Press [la] B to access a shield that blocks most enemy attacks.
- Bug Type: Processing
- Obtained: MrWeatherComp 2 Blue Mystery Data



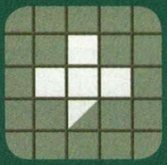
SLIPRUNR

- Effect: Press and hold the B Button to make MegaMan quickly run forward without stopping.
- Bug Type: Panel
- Obtained: Complete the Quiz Master quiz



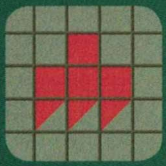
SNEAKRUN

- Effect: Reduces the chances of random enemy contact, but can't prevent storyline battles.
- Bug Type: Field
- Obtained: Undernet 2 BugFrag Dealer (20 BugFrags)



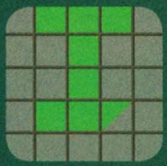
SPRARMOR

- Effect: MegaMan does not flinch when hit, thus enabling him to attack while in the middle of taking damage.
- Bug Type: Processing
- Obtained: Undernet 2 BugFrag Dealer (35 BugFrags)



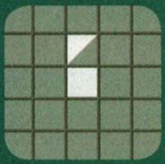
TANGO

- Effect: Link Battle only; heals 300HP when MegaMan's HP falls into the red zone.
- Bug Type: ???
- Obtained: Number Trader (green)



UNDERSHT

- Effect: Restores 1 HP if MegaMan's HP hits zero once per battle, saving him from deletion.
- Bug Type: Processing
- Obtained: Get with Customizer

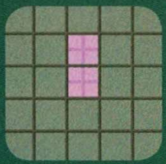


PLUS PARTS

Program Blocks with a raised texture in each square are Plus Parts. These enhance MegaMan's base statistics, like his Buster ratings or Maximum HP. These Programs cannot intersect the Program line, or else MegaMan becomes buggy.

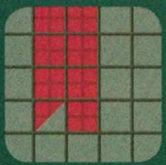
ATTACK+1

- Effect: Increases Buster power rating by 1.
- Bug Type: Buster
- Obtained: Get with Customizer (pink), Green Area 1 Program Dealer (2000z) (pink), Seaside Area 2 Blue Mystery Data (red), PavilionComp 3 Blue Mystery Data (blue)



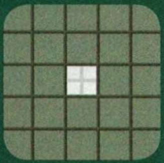
ATTCKMAX

- Effect: Increases Buster power rating to maximum.
- Bug Type: Buster
- Obtained: Graveyard Blue Mystery Data (red)



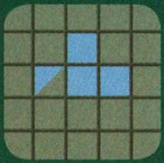
CHARGE+1

- Effect: Increases Buster charging speed rating by 1.
- Bug Type: Buster
- Obtained: Heater Comp Blue Mystery Data (white), TechrRmComp Blue Mystery Data (white), AquarumComp 1 Battle Event (blue), Graveyard Blue Mystery Data (pink)



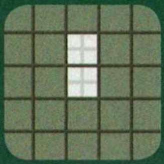
CHARGMAX

- Effect: Increases Buster charging speed to the maximum.
- Bug Type: Buster
- Obtained: Number Trader (blue)



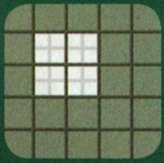
HP+50

- Effect: Adds 50 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: AquarumComp 3 Blue Mystery Data (white), Number Trader (pink), HeliportComp Blue Mystery Data (blue)



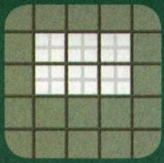
HP+100

- Effect: Adds 100 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: Number Trader (white), Green Area 1 Blue Mystery Data (pink), Sky Area 1 Blue Mystery Data (blue)



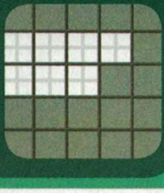
HP+200

- Effect: Adds 200 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: Number Trader (white), Green Area 1 Program Dealer (4200z) (yellow), Seaside Area 1 Blue Mystery Data (blue)



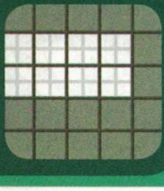
HP+300

- Effect: Adds 300 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: ???Graveyard 1 Blue Mystery Data (white), Number Trader (pink), ACDC Area Blue Mystery Data (green)



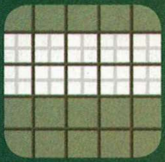
HP+400

- Effect: Adds 400 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: PrcplOfcComp Blue Mystery Data (white), Undernet 2 BugFrag Dealer (76 BugFrags) (yellow), Number Trader (green)



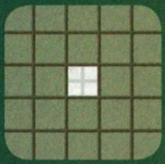
HP+500

- Effect: Adds 500 to MegaMan's maximum HP.
- Bug Type: HP
- Obtained: Number Trader (white), Graveyard Purple Mystery Data (pink)



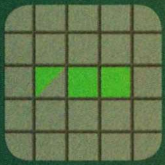
SPEED+1

- Effect: Increases Buster speed rating by 1.
- Bug Type: Buster
- Obtained: Get with Customizer (white), Class1-2Comp Blue Mystery Data (white), ElevatorComp Blue Mystery Data (pink), Green Area 2 Blue Mystery Data (green)



SPEEDMAX

- Effect: Increases Buster charging speed to maximum.
- Bug Type: Buster
- Obtained: Number Trader (pink)



SPIN PROGRAMS

Spin Programs give the Customizer even more flexibility by enabling you to rotate Program Blocks by pressing the L and R buttons.

- SpinBlue: Sky Area 1 Purple Mystery Data
- SpinGrn: Number Trader
- SpinPink: MrWeatherComp 3 Blue Mystery Data
- SpinRed: Number Trader
- SpinWhit: ACDC Area Blue Mystery Data
- SpinYllw: Number Trader

EXPMEMRY

Rare but valuable, ExpMemry expands the size of your Navi Customizer grid, enabling you to plug in more (or just bigger) Program Blocks. Grab these immediately!

Location	Obtained in
JdgTreeComp 3	Blue Mystery Data
Lab'sComp 2	Blue Mystery Data

PROGRAM BUGS

Bugs caused by improper Program placement are not wholly random. Each Program Block sets off a specific bug if it is misplaced. The more of each "bug type" Program you misplace, the nastier the bug effects can become (one level per misplacement).

BUSTER BUGS

- Programs: Attack+1, Charge+1, ChargMAX, Speed+1 SpeedMAX
- Level 1: 6/16 chance the Buster will misfire; 1/16 chance it will release a charged shot.
- Level 2: 10/16 chance the Buster will misfire; 2/16 chance it will release a charged shot.
- Level 3: Normal Buster is deactivated. 13/16 chance the Buster will misfire; 3/16 chance it will release a charged shot.

CUSTOM BUGS

- Programs: Custom1, MegFldr1, GigFldr1, NmbrOpen, Shuffle
- Level 1: Available Chips in the Custom Menu drop by one each time you open the Menu from the fourth time onward. It will not drop below two available Chips.
- Level 2: Available Chips in the Custom Menu drop by one each time you open the Menu from the third time onward. It will not drop below two available Chips.
- Level 3: Available Chips in the Custom Menu drop by one each time you open the Menu from the second time onward. It will not drop below two available Chips.

EMOTION BUGS

- Programs: Chivalry, Humor
- Level 1~3: MegaMan's Emotion changes at random in battle.

FIELD BUGS

- Programs: Battery, SneakRun, Fish, Jungle, OilBody
- Level 1~3: Viruses appear more frequently.

HP BUGS

- Programs: Battery, SneakRun, Fish, Jungle, OilBody
- Programs: HP+50, HP+100, HP+200, HP+300, HP+400, HP+500
- Level 1~3: MegaMan's HP drops steadily in battle. Each time he is hit, the depletion rate increases.

PANEL BUGS

- Programs: AirShoes, FlotShoe, AutoRun, SelfHeal
- Level 1: 2/8 chance of cracking a Panel this is stepped on.
- Level 2: 3/8 chance of cracking a Panel this is stepped on.
- Level 3: 4/8 chance of cracking a Panel this is stepped on.

PROCESSING BUGS

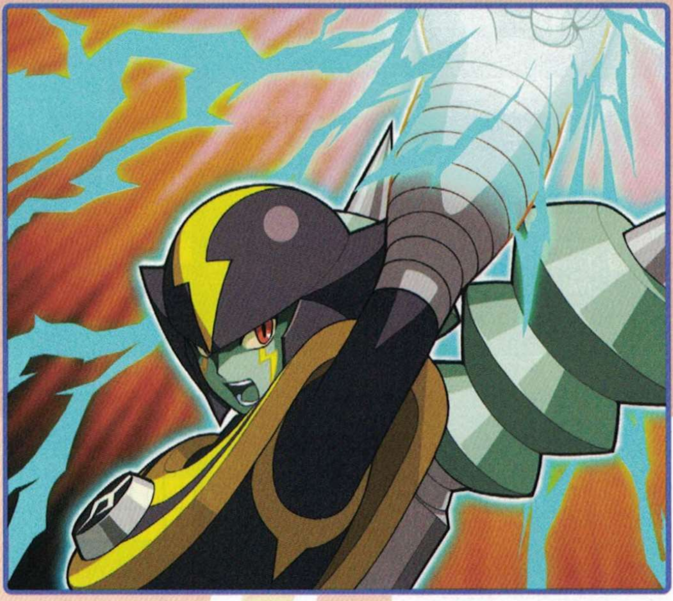
- Programs: AntiMagc, FstBarr, Reflect, Shield, SprArmor, UnderSht
- Level 1~3: When MegaMan moves, he "warps" to the edge of the field and skips the middle panels.

RESULT BUGS

- Programs: Collect, Millions
- Level 1~3: You only collect Zenny at the end of battles.

COLOR BUGS

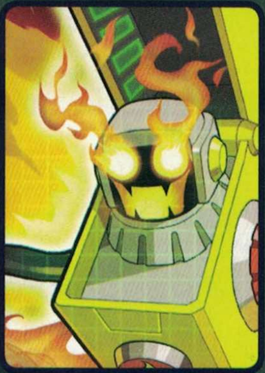
- 5 colors on grid: MegaMan has a random Status change for five seconds at the start of the battle (Blind, Confused, Invisible, etc.).
- 6 colors on grid: MegaMan has a random Status change for 10 seconds at the start of the battle.



LINK NAVIS

GREGAR LINK NAVIS

HEATMAN.EXE



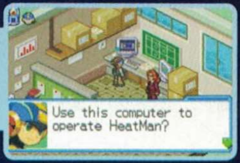
Map Obstacles Removed
Fires
Trees

Heatman's HP	
Ch.3	300
Ch.4	300
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

Close-range Fire attacks are HeatMan's specialty. He can cover nearby panels in flames, decimating nearby enemies in the process. However, he lacks a good range attack, so either make sure he has some AreaGrabs or a healthy dose of long-range Chips. HeatMan has the FlotShoe effect, which enables him to ignore Panel effects.

OPERATOR: MR.MATCH

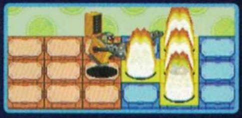
OPERATION POINT: RESEARCHLAB 1 COMPUTER



Use this computer to operate HeatMan?

Charge Shot: Heat Arm

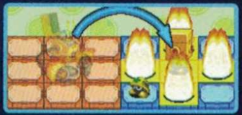
Damage: 20 + (Buster LVL x20)



HeatMan throws his arms forward and creates a sideways, T-shaped field of flame. It can roast multiple enemies and is effective at hitting fast foes, but falls short during long-distance fighting.

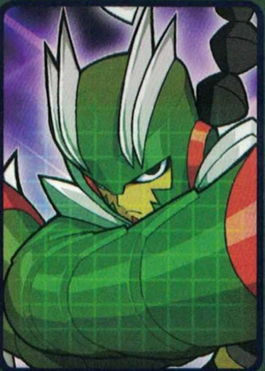
Special Chip: HeatPres H

Damage: 50 + (Buster LVL x20)



HeatMan leaps three panels ahead, then crashes down and engulfs the panels to the sides, above, and below in flames.

SLASHMAN.EXE



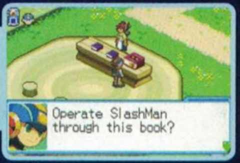
Map Obstacles Removed
Whirlwinds
Trees

SlashMan's HP	
Ch.3	N/A
Ch.4	300
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

SlashMan is good for clearing out groups of weak enemies. His attacks are geared towards hitting multiple enemies.

OPERATOR: MS. FAHRAN

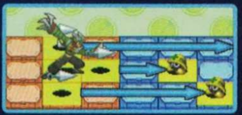
OPERATION POINT: GREEN TOWN BOOK



Operate SlashMan through this book?

Charge Shot: Triple Edge

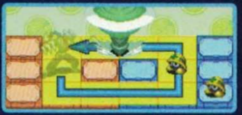
Damage: 10 + (Buster LVL x10)



SlashMan crates three kunai blades, one in the panel ahead and one in the rows above and below. After a brief spin, they fly across the rows. Although the blades cover a wide distance, they're fairly weak and somewhat slow.

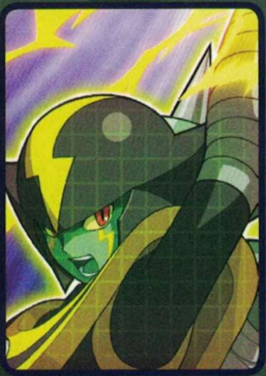
Special Chip: RSlash S

Damage: 80 + (Buster LVL x20)



SlashMan performs his Rolling Slash move, whirling into the enemy area and slashing through the first column with enemies in it. He always starts this move by moving to the bottom row, regardless of his starting position.

ELECMAN.EXE



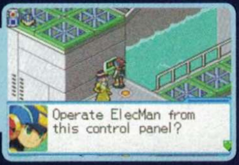
Map Obstacles Removed
Waterspouts
Clouds

ElecMan's HP	
Ch.3	N/A
Ch.4	N/A
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

Zappy-zappy! ElecMan's moves aren't particularly strong, but the auto-targeting features are very nice indeed. ElecMan also has the FlotShoe effect, which enables him to ignore panel effects.

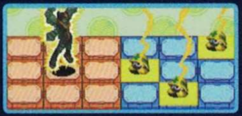
OPERATOR: MS. ANN ELEC

OPERATION POINT: SKY TOWN HELIPORT PANEL



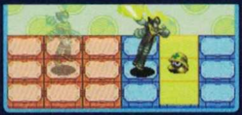
Operate ElecMan from this control panel?

Charge Shot: Thunderbolt
Damage: 40 + (Buster LVL x20)



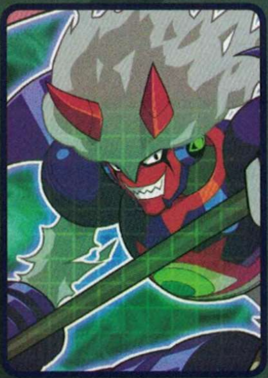
ElecMan unleashes a lightning bolt against every enemy on the field. This move also cracks the panels it strikes. Fortunately, it doesn't hit Mystery Data on the battlefield!

Special Chip: DElecSwd E
Damage: 40 + (Buster LVL x20)



ElecMan dashes straight forward and attacks the closest enemy in his row (or the one above or below) with a WideSwrd-style Electric slash. This attack also stuns enemies that are hit by the blade.

ERASEMAN.EXE

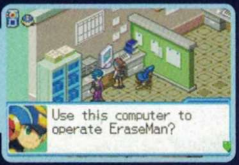


Map Obstacles Removed
Waterspouts
Clouds

EraseMan's HP	
Ch.3	N/A
Ch.4	N/A
Ch.5	N/A
Ch.6	500
Ch.7	600
Ch.8	700

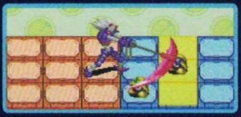
OPERATOR: DARK SCYTH

OPERATION POINT: RESEARCHLAB 2 COMPUTER



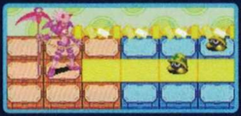
Use this computer to operate EraseMan?

Charge Shot: Hell's Sickle
Damage: 50 + (Buster LVL x20)



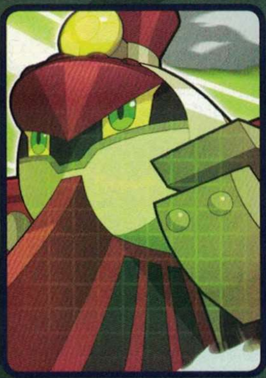
EraseMan slices with a WideSwrd two panels ahead. This altered range can be tricky to get used to.

Special Chip: EDeletBm K
Damage: 30 + (Buster LVL x20)



EraseMan fires a paralyzing beam across his row. This beam breaks obstacles and cuts through all enemies.

CHARGEMAN.EXE

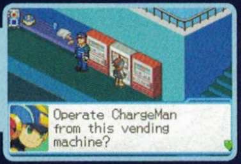


Map Obstacles Removed
Fires
Whirlwinds

ChargeMan's HP	
Ch.3	N/A
Ch.4	N/A
Ch.5	N/A
Ch.6	500
Ch.7	600
Ch.8	700

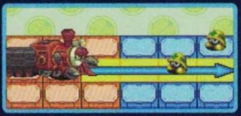
OPERATOR: MR. FERRY

OPERATION POINT: AQUARIUM 2 VENDING MACHINE



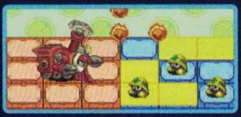
Operate ChargeMan from this vending machine?

Charge Shot: Crazy Locomotive
Damage: 20 + (Buster LVL x10)

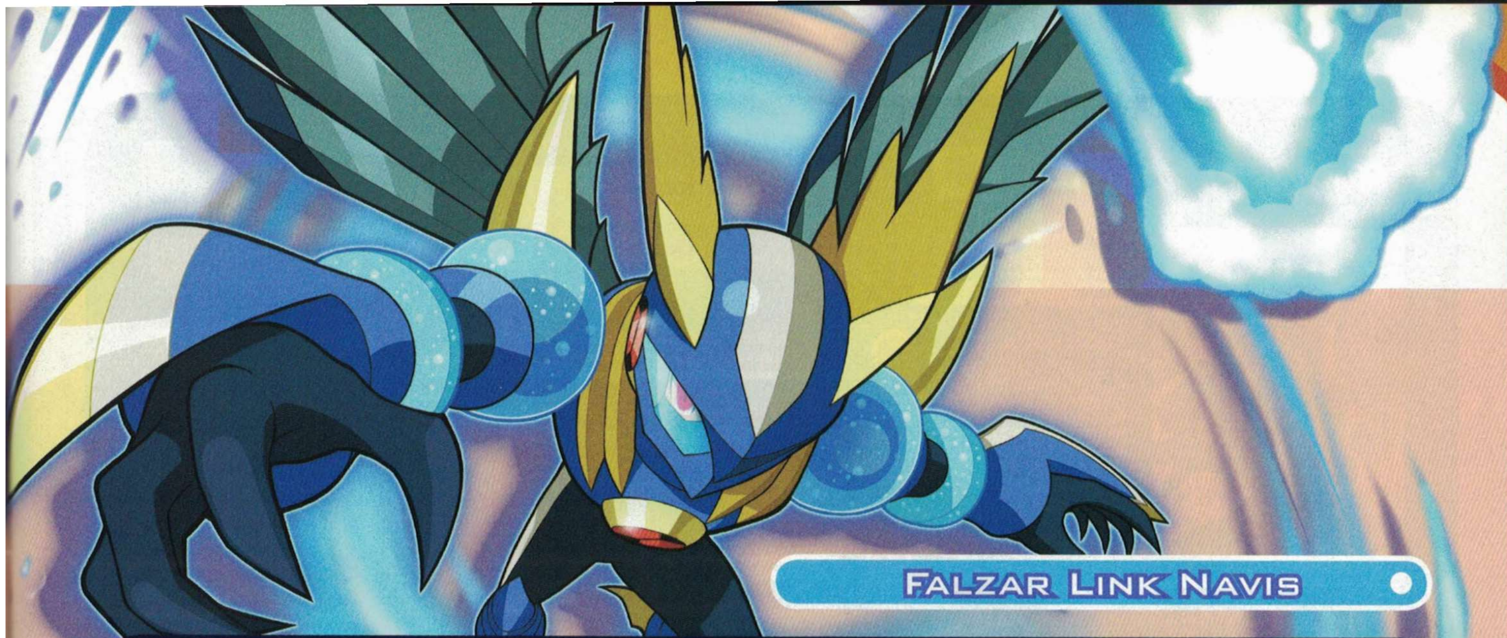


ChargeMan rushes across his row, crushing through obstacles and enemies. During this charge, ChargeMan is invincible even against Aqua attacks, which are his normal weakness.

Special Chip: VolcChrg C
Damage: 30 + (Buster LVL x10)



ChargeMan lobs five burning coals into random panels of the enemy area. Combined with AreaGrab, this leaves enemies almost no room to run.



FALZAR LINK NAVIS

SPOUTMAN.EXE

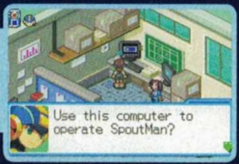
Map Obstacles Removed
Waterspouts
Fires

SpoutMan's HP	
Ch.3	300
Ch.4	300
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

SpoutMan can devastate Fire-based enemies. His attacks aren't particularly fast and can be a little tricky to maneuver. Because of their multi-panel attack ranges, though, a little practice can make him a strategic battler.

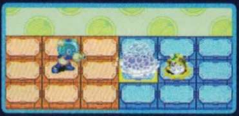
OPERATOR: SHUKO

OPERATION POINT: RESEARCHLAB 1 COMPUTER



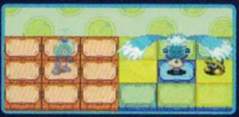
Use this computer to operate SpoutMan?

Charge Shot: Spout Hose
Damage: 20 + (Buster LVL x20)



SpoutMan fires a water-bomb two panels ahead. When it lands, it cracks the panel and splashes the panel immediately to the right. The bomb also breaks cracked panels if it lands on them.

Special Chip: DripShwr A
Damage: 20 + (Buster LVL x10)



SpoutMan leaps three panels ahead and spins around, hitting the surrounding panels with water. If the target panel is occupied or if it's a hole, the move is cancelled. There is a delay between the activation of this Chip and SpoutMan's movement, so be careful!

TENGUMAN.EXE

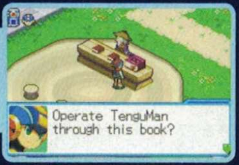
Map Obstacles Removed
Whirlwinds
Fires

TenguMan's HP	
Ch.3	N/A
Ch.4	300
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

TenguMan is a master of Wind. Because he has both FlotShoe and AirShoes effects, he can travel over any panels without worry! Press B and [la] together to create a brief Fan effect that pulls all enemies as far to the left as possible. Use this effect to set them up for follow-up attacks!

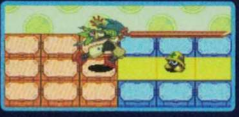
OPERATOR: MASTER FENG-TIAN

OPERATION POINT: GREEN TOWN BOOK



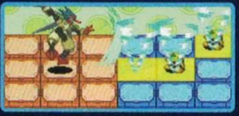
Operate TenguMan through this book?

Charge Shot: Tengu Thrust
Damage: 40 + (Buster LVL x10)



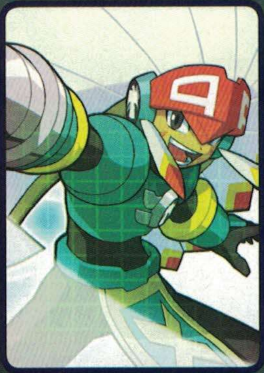
TenguMan extends his nose three panels ahead, performing a stab move. This move is a bit slow, but has decent power. It even causes a stun effect if the enemy that gets hit is located on the furthest target panel.

Special Chip: FTornado T
Damage: 10 + (Buster LVL x10)



Three tornados appear on the enemy field and auto-target any enemies. Each tornado hits three times, which is great for weakening lots of enemies.

TOMAHAWKMAN.EXE



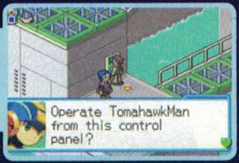
Map Obstacles Removed
Trees
Clouds

TomahawkMan's	
Ch.3	N/A
Ch.4	N/A
Ch.5	400
Ch.6	500
Ch.7	600
Ch.8	800

Raw power is TomahawkMan's skill. His moves, although slow, consist of impressive multi-panel attack spreads that inflict lots of damage. TomahawkMan also restores lost HP by standing on Grass Panels! TomahawkMan has SprArmor automatically, which prevents him from getting knocked out of his slow attacks.

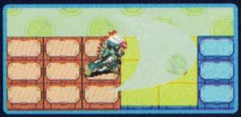
Operator: Dingo

Operation Point: Sky Town Heliport panel



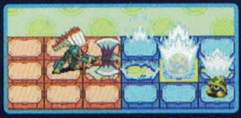
Operate TomahawkMan from this control panel?

Charge Shot: Tomahawk Swing
Damage: 100 + (Buster LVL x20)



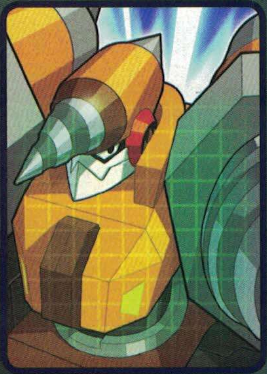
TomahawkMan slashes the two columns directly in front of him, similar to a LifeSrd attack. This move is very powerful, but is rather slow. It also leaves him vulnerable to attack.

Special Chip: ETomahwk T
Damage: 110 + (Buster LVL x20)



TomahawkMan pounds the panel ahead, sending a series of blasts throughout the entire row. Any unoccupied panels struck are immediately turned into holes, while occupied panels are cracked. This move even creates holes on your side of the field, so be careful!

GROUNDMAN.EXE



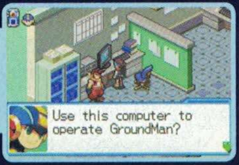
Map Obstacles Removed
Trees
Waterspouts

GroundMan's HP	
Ch.3	N/A
Ch.4	N/A
Ch.5	N/A
Ch.6	500
Ch.7	600
Ch.8	800

GroundMan has SprArmor automatically installed, which enables him to attack even while taking damage.

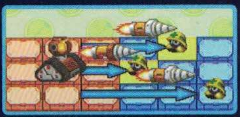
Operator: Moliarty

Operation Point: ResearchLab 2 Computer



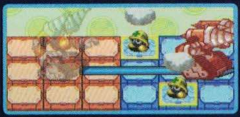
Use this computer to operate GroundMan?

Charge Shot: Drill Attacker
Damage: 10 + (Buster LVL x10)



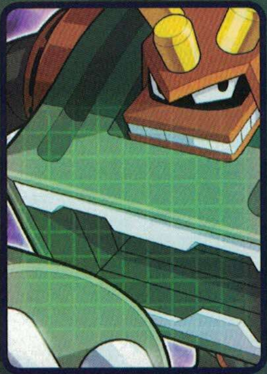
GroundMan's upper body spilts into three drills, which spread out to the rows above and below. Each drill hits three times if it strikes.

Special Chip: RC Brakr G
Damage: 30 + (Buster LVL x10)



GroundMan rushes forward across his row but if he hits an enemy, obstacle or hole, he will stop. If he makes it to the far edge, though, he will send a series of rocks from the sky that will target all enemies on the field.

DUSTMAN.EXE



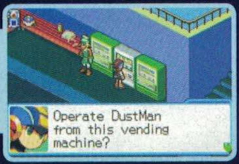
Map Obstacles Removed
Whirlwinds
Clouds

DustMan's HP	
Ch.3	N/A
Ch.4	N/A
Ch.5	N/A
Ch.6	500
Ch.7	600
Ch.8	800

DustMan has the SprArmor effect automatically, so he doesn't flinch when taking damage.

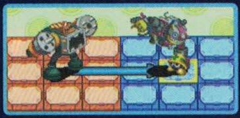
Operator: Mr. Press

Operation Point: Aquarium 2 Vending Machine



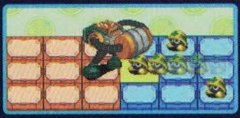
Operate DustMan from this vending machine?

Charge Shot: Scrap Reborn
Damage: 60 + (Buster LVL x20)



DustMan fires a scrap-drone across the row, which stops and punches the first enemy-occupied panel. This move also cracks the panel below.

Special Chip: DustBrk D
Damage: 90 + (Buster LVL x20)



DustMan sucks the first enemy in his row to the left edge of the field. If DustMan is next to the enemy, he swings his arms together to crush him.

BEAST OUT AND CROSSES

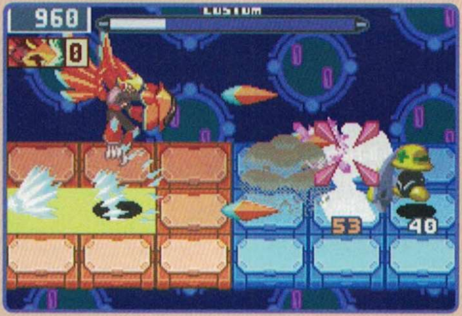
The Soul system from previous games gets an overhaul with the new Cross System! This version is far simpler to use, and when combined with the Beast Out power, can result in some very powerful moves.

Remember that the "Element" bonuses of each of these forms *only* work on Chips that do *not* darken the screen and freeze time while they are in effect! So don't expect a bonus to Element-based Navi Chips.

BEAST OUT

Once MegaMan has absorbed one of the Cybeasts into his body, he gains the ability to "Beast Out", channeling the Cybeast's power simply by choosing the "Beast Out" Button.

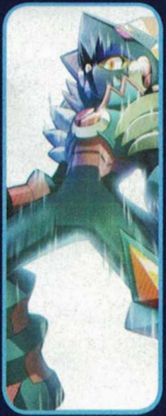
Every turn that passes while in a "Beast Out" wears MegaMan down. When the number beside MegaMan's Emotion Window reaches zero, the Beast Out is cancelled and MegaMan enters the Tired state. This state prevents him from entering Full Synchro until he wins a battle without a Beast Out. Every battle won without using a Beast Out builds up his strength and restores the meter.



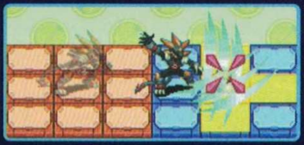
Should you attempt to Beast Out while Mega is Tired, the Beast takes over and Mega becomes a Super Beast! You have no control over Mega in this state…and while the attacks are very powerful, once the power fades, MegaMan is in *really* bad shape. Super Beasts are very risky to use, and should be used only as a last resort!

GREGAR BEAST

Available only in the Cybeast Gregar version, this Beast Out emphasizes power.



- SprArmor effect is in place, so MegaMan does not flinch when hit by attacks.
- +30 DMG to all Null-Element attack Chips.
- Chip attacks have an "auto-aim" feature; Mega jumps to an open panel automatically to attack the targeted enemy so you don't have to position yourself "manually", even if that panel is in the enemy area!
- Press the B Button and [left on the directional pad] on the Control Pad simultaneously to bring up a shield that reflects enemy attacks.
- Beast Buster: The MegaBuster becomes a rapid-fire machinegun. Hold down the button to keep firing.
- Gregar Claw: When using an attack Chip, press and hold the A Button to charge it up. When released, MegaMan charges to the targeted enemy and slashes a three-panel column and two horizontal panels ahead.



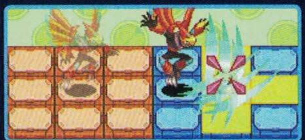
GREGAR SUPER BEAST

- You lose all control of MegaMan, who selects his Chips and attacks at random.
- MegaMan is invincible.
- MegaMan now warps to random panels rather than to adjacent panels.
- Null-Element Chips double in power.

FALZAR BEAST

Available only in the Cybeast Falzar version, this Beast Out emphasizes mobility.

- AirShoes and FlotShoe effects are in place, letting Mega float over holes and ignore panel effects.
- +30 damage to all Null-Element Chips.
- Chip attacks have an "auto-aim" feature; MegaMan jumps to an open panel automatically to attack the targeted enemy, even if that panel is in the enemy area!
- Press the B Button and [left on the control pad] on the Control Pad simultaneously to bring up a shield that reflects back enemy attacks.
- Falzar Shot: The MegaBuster becomes a rapid-fire machinegun. Hold down the button to keep firing. Also fires shots in the rows above and below MegaMan, but those only have a two-panel horizontal range.
- Falzar Claw: When using an attack Chip, press and hold the A Button to charge it up. Release it and MegaMan charges to the targeted enemy and slashes a three-panel column and two horizontal panels ahead.



FALZAR SUPER BEAST

- You lose all control of MegaMan, who selects his Chips and attacks at random.
- MegaMan is invincible.
- Null-Element Chips double in power.

MEGAMAN'S CROSSES

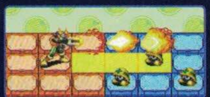
To enter a Cross form, simply press up on the Custom Menu to see your available choices. Do this first, then select your Chips.

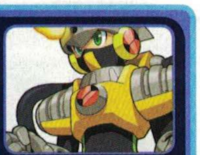
MegaMan can enter a Beast Cross, a fusion of his Cybeast power and the Cross form, by selecting either a Beast Out or Cross form one turn, and then the next turn selecting the other component. It's generally a better idea to start with the Cross and then choose the Beast Out so you don't wear Mega out too early. These forms give Mega a powerful new attack that is used by charging up a Chip with the A Button.

Gregar Crosses

Remember that when MegaMan changes into a Cross or Beast Cross form, he takes on the Element and Type properties of that Form…including their weaknesses. These counter-elements also knock you out of the Cross.

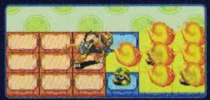
HEAT CROSS

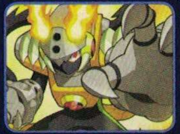




- +50 DMG to all Fire-Element Chips.
- Buster Attack level +1.
- Fire Arm: The Charged Shot becomes a three-panel-long flamethrower attack that passes through obstacles and enemies. Does 30 points of damage plus an extra 20 points per Buster Attack Level.

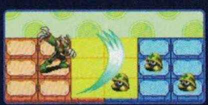
HEAT BEAST

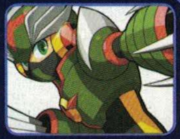




- Great Fire: Press and hold the A Button to charge up a Chip, and release to unleash a large wave of flames. Does 80 points of damage plus an extra 30 points per Buster Attack Level.

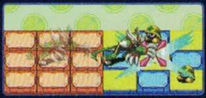
SLASH CROSS

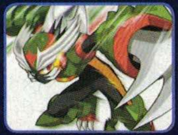




- +50 damage to all Sword-Type Chips.
- Sonic Boom: When using a Sword-type Chip, press and hold the A Button to charge it up. Release it to unleash a sonic boom with the same attack width as the sword's attack range!
- Wide Slash: The Charged Shot becomes a massive swipe attack that covers two full columns ahead, like the LifeSrd. Does 60 points of damage plus an extra 20 points per Buster Attack Level.

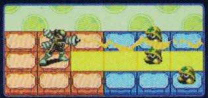
SLASH BEAST

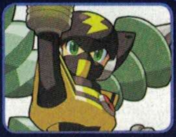




- Slash X: Does 50 points of damage plus an extra 30 points per Buster Attack Level.

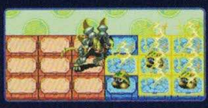
ELEC CROSS

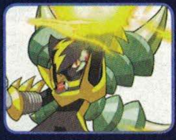




- +50 damage to all Elec Element Chips.
- Null-Element Chips can be "charged" by holding down the A Button, giving them a stun effect once released.
- Thunderbolt: The Charged Shot becomes a stunning lightning bolt that cuts across an entire row instantly. Does 40 points of damage plus an extra 20 points per Buster Attack Level.

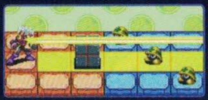
ELEC BEAST

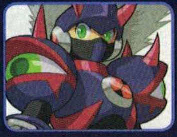




- Big Thunder: Does 40 points of damage plus an extra 30 points per Buster Attack Level.

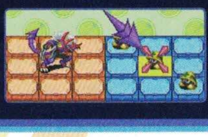
ERASE CROSS

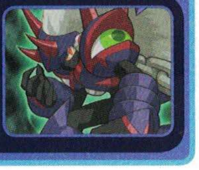




- +30 damage to all Cursor Type Chips.
- Null-Element non-time-stopping Chips instantly destroy any Virus with a "4" in its current HP, and install an HP-drain bug in enemy Navis with a "4" in their current HP.
- Eraser Death Beam: The Charged Shot becomes a laser beam that cuts through an entire row. Does 40 points of damage plus an extra 20 points per Buster Attack Level.

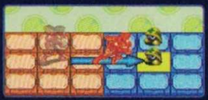
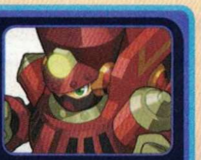
ERASE BEAST





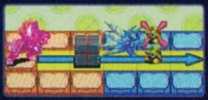
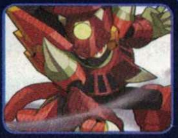
- Eraser Tail Arrow: Does 70 points of damage plus an extra 30 points per Buster Attack Level.

CHARGE

- One extra Chip on the Custom Menu every turn.
- Fire Chips can be charged up to gain a full extra 100 points of damage.
- **Charge Tackle:** The Charged Shot becomes a rushing charge attack that stops once MegaMan hits an enemy, obstacle or hole. Does 30 points of damage plus an extra 20 points per Buster Attack Level.

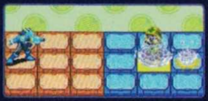
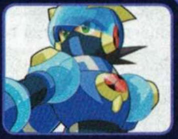
CHARGE BEAST

- **Charge Bite:** Does 70 points of damage plus an extra 30 points per Buster Attack Level.

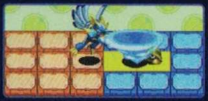
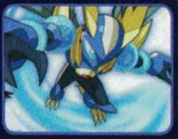
Falzar Crosses

AQUA CROSS

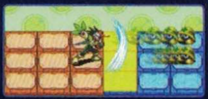
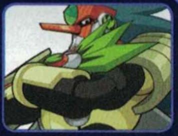
- Aqua Element Chips can be charged up by holding the A Button; at full charge, they do double damage.
- Each time you use an Aqua Chip, you restore a small amount of HP.
- MegaMan does not slide on Ice panels.
- **Bubble Shot:** The Charged Shot becomes a . Does 20 points of damage plus an extra 10 points per Buster Attack Level.

AQUA BEAST

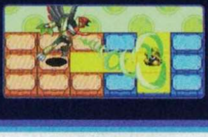
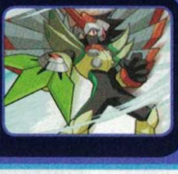
- **Aqua Spiral:** Does 10 points of damage plus an extra 10 points per Buster Attack Level.

TENGU CROSS

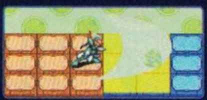
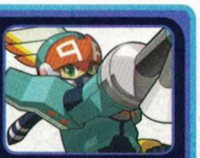
- +10 damage to all Wind-type Chips.
- MegaMan automatically gains AirShoes, letting him move over holes.
- While floating over a broken panel or hole, press the B Button and on the control pad to draw enemies to the left, like a Fan Chip.
- **Tengu Racket:** The Charged Shot becomes a . Does 40 points of damage plus an extra 20 points per Buster Attack Level.

TENGU BEAST

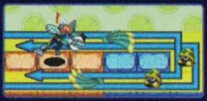
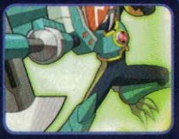
- **Tengu Storm:** Does 30 points of damage plus an extra 20 points per Buster Attack Level.

TOMAHAWK CROSS

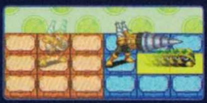
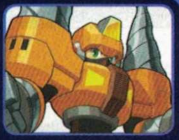
- Wood Element Chips can be charged up by holding the A Button. At full charge, they do double damage.
- MegaMan is not affected by status changes like Stun or Confuse.
- Standing on Grass panels gradually restores MegaMan's HP.
- **Tomahawk Swing:** The Charged Shot becomes the familiar Tomahawk Swing, slicing through a 2x3 area. Does 40 points of damage plus an extra 20 points per Buster Attack Level.

TOMAHAWK

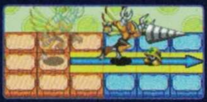
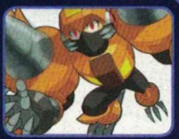
- **Wing Boomerang:** Does 50 points of damage plus an extra 20 points per Buster Attack Level.

GROUND CROSS

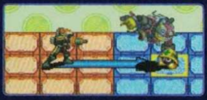
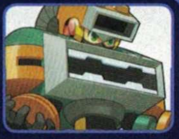
- +10 damage to all Break Type Chips.
- Charge up Break Chips to drops rocks on the enemy as well.
- MegaMan automatically gains SprArmor, so he does not flinch when taking damage.
- **Ground Drill:** The Charged Shot sends MegaMan in the panel directly ahead of the first enemy in his row, and he punches the two panels ahead with a DrilArm attack . Does 10 points of damage plus an extra 10 points per Buster Attack Level.

GROUND BEAST

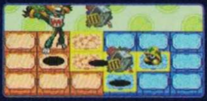
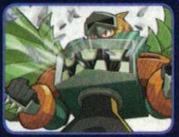
- **Drill Drive:** Does 90 points of damage plus an extra 20 points per Buster Attack Level.

DUST CROSS

- Throw away Chips from the Custom Menu.
- Press and B together to suck enemies in close like a one-time Fan Chip. This also sucks obstacles into MegaMan, which are then shot out across the row.
- **Scrap Reborn:** The Charged Shot becomes a scrap-critter than punches the first enemy-occupied panel in the row, cracking the panel. Does 20 points of damage plus an extra 30 points per Buster Attack Level.

DUST BEAST

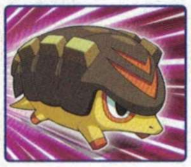



- **Dust Shooting:** Does 80 points of damage plus an extra 20 points per Buster Attack Level.

VIRUS DEFINITIONS

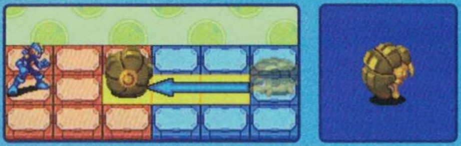
Dangerous computer viruses roam the net and all computers, looking to delete any unwary Navis they encounter!

ARMADILL-TYPE VIRUSES

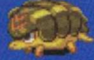


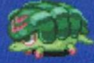
Roaming up and down their columns, Armadills charge when they draw level with your Navi. They curl up into a crushing wheel and tear across the row. Don't relax, though, because they charge right back the way they came! While curled up, Armadills are impervious to all non-Break attacks. These slow-moving critters are easy pickings when using wide and auto-targeting moves as long as you don't stand directly in front of them (or at least out of their charge range). Regular Armadils can only cover 3 panels in their rolling attack; Aradil2 and RareArmas can cover 4, while the others can cover a full 5 panels! They can't cross holes.

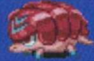
Full Synchro Counter Timing!

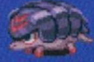


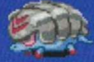
You really don't have much time to Counter an Armadill. As soon as they locate their prey, they speed up just a bit. However, this is when they become vulnerable! Hit them quickly, since once they're completely curled up you can't Counter them and they become invulnerable.

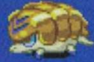
ARMADILL		HP	Attacks	Used Chips
	■	100	Arma Crush (20 DMG)	None
	Dropped Chips: S045 IronShl1 J, S045 IronShl1 K, S045 IronShl1 L			
	Locations: Green Area 1~2, JdgTreeComp 1~3, MrWeathrComp 2, SecurCamComp			

ARMADIL2		HP	Attacks	Used Chips
	■	100	Arma Crush (20 DMG)	None
	Dropped Chips: S045 IronShl1 J, S045 IronShl1 K, S045 IronShl1 L			
	Locations: Green Area 1~2, JdgTreeComp 1~3, MrWeathrComp 2, SecurCamComp			

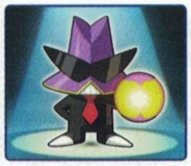
ARMADIL3		HP	Attacks	Used Chips
	■	160	Arma Crush (120 DMG)	None
	Dropped Chips: S047 IronShl3 L, S047 IronShl3 M, S047 IronShl3 N			
	Locations: Undernet 3, Immortal Area			

ARMADILSP		HP	Attacks	Used Chips
	■	190	Arma Crush (150 DMG)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREARMADIL		HP	Attacks	Used Chips
	■	160	Arma Crush (70 DMG)	None
	Dropped Chips: S045 IronShl1 J, S046 IronShl2 C			
	Locations: Green Area 2			

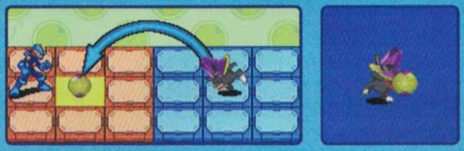
RAREAMADIL2		HP	Attacks	Used Chips
	■	210	Arma Crush (180 DMG)	None
	Dropped Chips: S046 IronShl2 C, S047 IronShl3 L, Locations: Green Area 2			
	-NONE-			

BigHat-Type Viruses

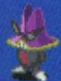


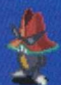
These viruses are somewhat weak, but they don't have to be strong to make your life miserable. Their Flash Bombs only hurt if they land directly on you, and they can only throw them three panels ahead. If you don't destroy the Flash Bombs when they land *before* they go off, however, the damage you avoid may be nothing compared to the damage you're likely to take from *other* enemy attacks thanks to the Bomb's side effects! Wind attacks are especially effective. Hit them with the air burst and their shades are sent flying, and the blind little BigHats lob their bombs into empty panels on the enemy side instead. Auras protect you from the Bomb's effects, so take advantage of that.

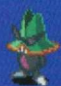
Full Synchro Counter Timing!

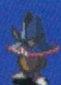


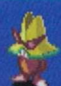
When the BigHat rears back to throw its Flash Bomb, hit it! Although it's a quick throw, they're vulnerable through the entire throw, including a very brief moment after they release the bomb.

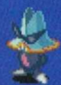
BIGHAT	■	HP	Attacks	Used Chips
		100	Flash Bomb (30, Stun)	None
	Dropped Chips: 062 FlshBom1 J, 062 FlshBom1 L, 062 FlshBom1 Q			
	Locations: Undernet 1~2			

BIGHAT2	■	HP	Attacks	Used Chips
		150	Flash Bomb (50 DMG, Blind)	None
	Dropped Chips: 063 FlshBom2 G, 063 FlshBom2 K, 063 FlshBom2 R			
	Locations: Graveyard, PrcplOfcComp			

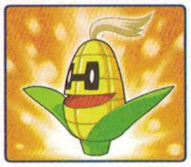
BIGHAT3	■	HP	Attacks	Used Chips
		200	Flash Bomb (80 DMG, Confuse)	None
	Dropped Chips: 064 FlshBom3 H, 064 FlshBom3 P, 064 FlshBom3 S			
	Locations: Graveyard			

BIGHATSP	■	HP	Attacks	Used Chips
		250	Flash Bomb (100 DMG, Stun)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREBIGHAT	■	HP	Attacks	Used Chips
		170	Flash Bomb (50 DMG, Stun)	None
	Dropped Chips: 063 FlshBom2 G, 063 FlshBom2 R			
	Locations: Underground 1			

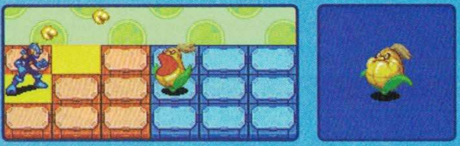
RAREBIGHAT2	■	HP	Attacks	Used Chips
		270	Flash Bomb (120 DMG, Stun)	None
	Dropped Chips: 064 FlshBom3 S			
	Locations: Underground 1			

BOMBCORN-TYPE VIRUSES



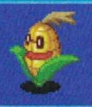
Corn! BombCorn Viruses look silly, but they're quite a threat. They bounce back and forth along their rows and once they reach the leftmost edge of the enemy area, they spit out a pair of Popbombs that act like EnergBom attacks. They can also destroy some panel effects like Conveyors. (BombCrnSPs spit out three bombs!). One of these bombs is *always* targeted directly at you! There is a way to prevent this attack, though: Simply place an obstacle or hole in the leftmost panel of their row. If they can't reach that panel, they won't attack!

Full Synchro Counter Timing!



Corn-types' Counter timing is predictable, but it's not a very wide window of opportunity. After they puff up, they become vulnerable and remain so only very shortly into their Popbomb-spitting attack.

BOMBCORN

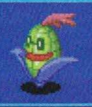


HP	Attacks	Used Chips
140	Popbomb (3x30 DMG)	None

Dropped Chips: S036 CornSht1 J, S036 CornSht1 K, S036 CornSht1 L

Locations: Green Area 1~2, Green HP, JdgTreeComp 2~3, PpcrnShpComp

MEGACORN

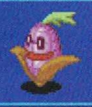


HP	Attacks	Used Chips
180	Popbomb (3x60 DMG)	None

Dropped Chips: S037 CornSht2 C, S037 CornSht2 D, S037 CornSht2 E

Loctions: Undernet 2, PavilionComp 2, PrcplOfcComp

GIGACORN

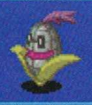


HP	Attacks	Used Chips
240	Popbomb (3x100)	AreaGrab

Dropped Chips: S038 CornSht3 P, S038 CornSht3 Q, S038 CornSht3 R

Locations: Graveyard, Immortal Area

BOMBCORNSP

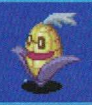


HP	Attacks	Used Chips
270	Popbomb (3x120 DMG)	None

Dropped Chips: None

Locations: Event Battles

RARECORN

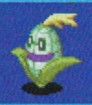


HP	Attacks	Used Chips
180	Popbomb (3x70 DMG)	AreaGrab

Dropped Chips: S036 CornSht1 J, S036 CornSht1 L, S037 CornSht2 C, S037 CornSht2 D

Locations: JdgTreeComp 2

RARECORN2

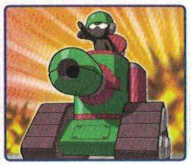


HP	Attacks	Used Chips
270	Popbomb (3x130 DMG)	AreaGrab

Dropped Chips: S037 CornSht2 C, S037 CornSht2 D, S038 CornSht3 P, S038 CornSht3 R

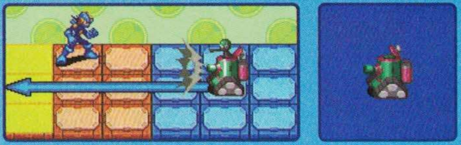
Locations: JdgTreeComp 2

CATACK-TYPE VIRUSES



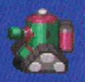
Catacks advance slowly, one panel at a time. Each time they stop, they fire a forward cannon blast that engulfs the entire rear column in an explosion if it goes to the other side. Catacks don't stop once they reach your side of the field; instead, they start claiming your panels for the enemy side! While the big gaps between attacks are nice, they can severely reduce your running room if you don't take care of them in a timely manner.

Full Synchro Counter Timing!



Once the hatch pops on a Catack, Counter vulnerability begins. They remain vulnerable throughout their cannon blast, but once the little guy starts to retreat back into the tank, it's over.

CATACK

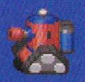


HP	Attacks	Used Chips
130	Tank Cannon (70 DMG)	None

Dropped Chips: S012 TankCan1 A, S012 TankCan1 G, S012 TankCan1 R

Locations: ACDC Area, ACDC HP, MrWeatherComp 1~3

CATEEN

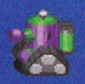


HP	Attacks	Used Chips
160	Tank Cannon (100 DMG)	None

Dropped Chips: S013 TankCan2 L, S013 TankCan2 S, S013 TankCan2 V

Locations: PavilionComp 3

CATPULT

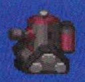


HP	Attacks	Used Chips
220	Tank Cannon (150 DMG)	None

Dropped Chips: S014 TankCan3 B, S014 TankCan3 M, S014 TankCan3 P

Locations: Graveyard

CATACKSP

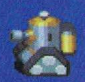


HP	Attacks	Used Chips
260	Tank Cannon (200 DMG)	None

Dropped Chips: None

Locations: Event Battles

RARECATACK

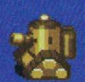


HP	Attacks	Used Chips
200	Tank Cannon (130 DMG)	None

Dropped Chips: S013 TankCan2 L

Locations: ACDC Area

RARECATACK2

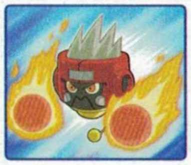


HP	Attacks	Used Chips
280	Tank Cannon (200 DMG)	None

Dropped Chips: S014 TankCan3 B

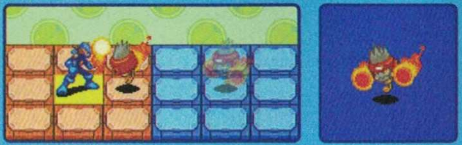
Locations: ACDC Area

CHAMPY-TYPE VIRUSES

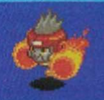


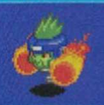
Champys are stationary Viruses until you step into the same row as them. When this occurs, they teleport into the panel ahead and swing! Stronger versions will follow the uppercut with a straight jab, too. It's easy to sidestep the punches (or backstep) and since they don't move normally, they're easy to hit with wide or auto-aiming attacks. Although they're not affected by panel effects, they *can't* enter panels with holes in them, providing another safe spot!

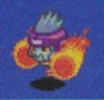
Full Synchro Counter Timing!

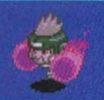


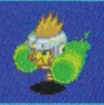
Champys are only vulnerable to counter when they're winding up before they punch. This vulnerability begins as soon as they warp into the panel ahead of you. Therefore, if you attack as soon as you enter their row, you can nail them.

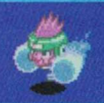
CHAMPY		HP	Attacks	Used Chips
	🔥	60	Fire Punch (20 DMG)	None
	Dropped Chips: S105 FireHit1 D, S105 FireHit1 E, S105 FireHit1 F			
	Locations: RobCtrlComp 1~2, Central Area 3, TeachrRmComp, Heater Comp			

CHUMPY		HP	Attacks	Used Chips
	🔥	120	Fire Punch (30 DMG)	None
	Dropped Chips: S105 FireHit2 R, S105 FireHit2 S, S105 FireHit2 T			
	Locations: Undernet 0~1, ACDC HP, PavilionComp 4			

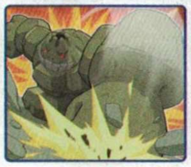
CHIMPY		HP	Attacks	Used Chips
	🔥	180	Double Fire Punch (2x20)	Recov30
	Dropped Chips: S106 FireHit3 A, S106 FireHit3 B,S106 FireHit3 C			
	Locations: PavilionComp4, Immortal Area			

CHAMPYSP		HP	Attacks	Used Chips
	🔥	220	Double Fire Punch (2x80)	Geddon
	Dropped Chips: None			
	Locations: Event Battles			

RARECHAMPY		HP	Attacks	Used Chips
	🔥	150	Double Fire Punch (2x30)	Recov150
	Dropped Chips: S105 FireHit1 D, S106 FireHit2 R, S106 FireHit2 S			
	Locations: Central Area 3			

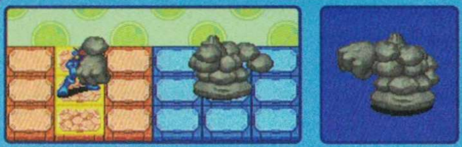
RARECHAMPY2		HP	Attacks	Used Chips
	🔥	250	Double Fire Punch (2x90)	Recov150, Barr100
	Dropped Chips: S106 FireHit2 R, S106 FireHit2 S, S107 FireHit3 A			
	Locations: Central Area 3			

CRAGGER-TYPE VIRUSES

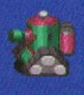


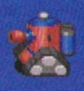
Although they don't move much and are somewhat slow on the attack, don't underestimate Craggers. They only take half-damage from any non-Break-type attack. Their Golem Punch attacks are centered on you, with a blast that attacks and cracks the panels above and below as well, which breaks all cracked panels. Although the attack is slow, the Craggers' tough skins can keep them around long enough to reduce your field to holes and trap you.

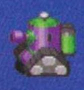
Full Synchro Counter Timing!

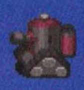


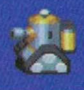
Craggers are not actually vulnerable during their wind-up like most Viruses. Instead, their vulnerability to Counters begins once they start to actually throw the punch. This vulnerability lasts well into the punch, but with all the screen-shaking it can be difficult to land a Counter once the fist lands.

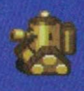
CRAGGER		HP	Attacks	Used Chips
	⊡	120	Golem Punch (50 DMG)	None
	Dropped Chips: S127 GolmHit1 I, S127 GolmHit1 K, S127 GolmHit1 Y			
	Locations: JdgTreeComp 1~3, Symbol Comp, PunshChrComp			

METLCRGR		HP	Attacks	Used Chips
	⊡	160	Golem Punch (120 DMG)	None
	Dropped Chips: S128 GolmHit2 D, S128 GolmHit2 P, S128 GolmHit2 U			
	Locations: Undernet 3, PavilionComp 2			

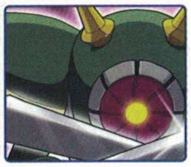
BIGCRGGR		HP	Attacks	Used Chips
	⊡	200	Golem Punch (200 DMG)	None
	Dropped Chips: S129 GolmHit3 H, S129 GolmHit3 M, S129 GolmHit3 V			
	Locations: Graveyard			

CRAGGERSP		HP	Attacks	Used Chips
	⊡	240	Golem Punch (220 DMG)	None
	Dropped Chips: None			
	Locations: Event Battles			

RARECRAGGER		HP	Attacks	Used Chips
	⊡	200	Golem Punch (150 DMG)	None
	Dropped Chips: S128 GolmHit2 D, S128 GolmHit2 P			
	Locations: JdgTreeComp2			

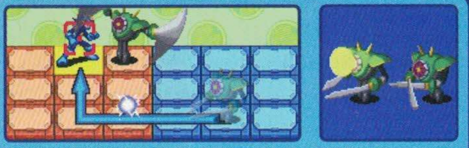
RARECRAGGER2		HP	Attacks	Used Chips
	⊡	240	Golem Punch (220 DMG)	None
	Dropped Chips: S129 GolmHit3 M, S129 GolmHit3 V			
	Locations: JdgTreeComp 2			

DARKMECH-TYPE VIRUSES

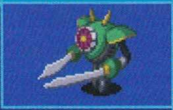


These machines, which have two attacks, are truly dangerous Viruses. They unleash Thunder Ball attacks that work just like the Thunder Chip, turning once to track your Navi. If the attack connects and stuns your Navi, the Mech jumps into a connected open panel and slices with a WideSwrd-style attack. It's possible to dodge the seeking sparks, but if there are multiple Viruses or holes in your field, it becomes tricky. These Viruses don't like being targeted; try the MachGun for some interesting results!

Full Synchro Counter Timing!

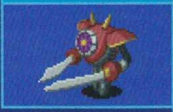


Since the mechs have two different attacks, they have two different Counter-vulnerable points. They're vulnerable as soon as the flash appears when they release a Thunder ball and remain so for a brief second. They're also vulnerable as soon as they leap to the panel in front of your Navi with swords crossed and all through the swipe.

DARKMECH		HP	Attacks	Used Chips
	▣	180	Thunder Ball (10 DMG), Machine Sword (100 DMG)	None

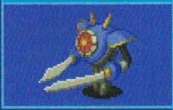
Dropped Chips: S085 MchnSwrd H, S085 MchnSwrd L, S085 MchnSwrd Q

Locations: Undernet 2, CopyBotComp

ELECMECH		HP	Attacks	Used Chips
	▣	240	Thunder Ball (10 DMG), Machine Sword (120 DMG)	None

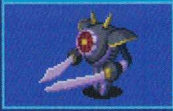
Dropped Chips: S086 ElemSwrd J, S086 ElemSwrd M, S086 ElemSwrd U

Locations: Immortal Area

DOOMMECH		HP	Attacks	Used Chips
	▣	270	Thunder Ball (10 DMG), Machine Sword (150 DMG)	None

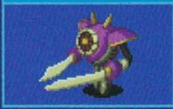
Dropped Chips: S087 AssnSwrd N, S087 AssnSwrd R, S087 AssnSwrd Y

Locations: Graveyard

DARKMECHSP		HP	Attacks	Used Chips
	▣	300	Thunder Ball (10 DMG), Machine Sword (180 DMG)	None

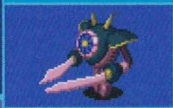
Dropped Chips: None

Locations: Event Battles

RAREMECH		HP	Attacks	Used Chips
	▣	240	Thunder Ball (10 DMG), Machine Sword (140 DMG)	None

Dropped Chips: S086 ElemSwrd J, S086 ElemSwrd M

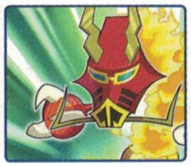
Locations: Undernet 2

RAREMECH2		HP	Attacks	Used Chips
	▣	300	Thunder Ball (10 DMG), Machine Sword (200 DMG)	None

Dropped Chips: S087 AssnSwrd R, S087 AssnSwrd N

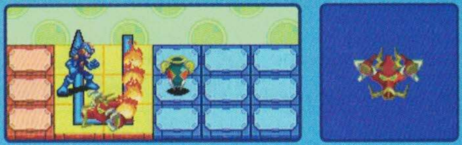
Locations: Undernet 2

DRGN-TYPE VIRUSES

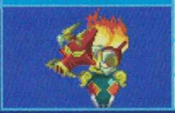


Drgn-types warp around their field erratically. When they rear back, it indicates that they're about to attack by charging down through the column ahead and then up the next one. These quick, wide-effect attacks can be difficult to dodge. The Drgn itself is the part you need to hit during the charge, not the pot it leaves behind. Each Drgn's attack matches its Element state. WatrDrgns and WoodDrgns turn panels they travel through to the related panel type to boot. Their Float ability means they ignore all panel effects, too.

Full Synchro Counter Timing!

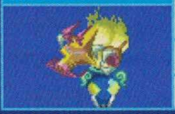


Like most of the tougher Viruses, Drgns are only vulnerable to Counters *during* the first part of their actual attack, not the buildup to that attack. When the Drgn first appears in its charge, it is vulnerable through its entire downward charge. When it changes direction, though, the opportunity ends. WideSwrd-range attacks are perfect for Counters!

ERTHDRGN		HP	Attacks	Used Chips
	🔥	200	Dragon Lord (100 DMG)	None

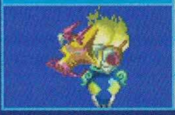
Dropped Chips: S123 HeatDrgn G, S123 HeatDrgn R, S123 HeatDrgn T

Locations: PavilionComp 4, Graveyard, Immortal Area

THDRDRGN		HP	Attacks	Used Chips
	🔥	230	Dragon Lord (120 DMG, stun)	None

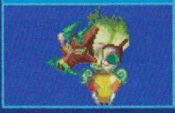
Dropped Chips: S124 ElecDrgn A, S124 ElecDrgn L ,S124 ElecDrgn V

Locations: PavilionComp 4

WATRDRGN		HP	Attacks	Used Chips
	🔥	260	Dragon Lord (170 DMG)	None

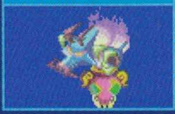
Dropped Chips: S125 AquaDrgn H, S125 AquaDrgn P, S125 AquaDrgn S

Locations: Graveyard

WOODDRGN		HP	Attacks	Used Chips
	🔥	300	Dragon Lord (190 DMG)	None

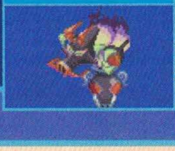
Dropped Chips: S126 WoodDrgn G, S126 WoodDrgn T, S126 WoodDrgn V

Locations: Graveyard

HAKURYU		HP	Attacks	Used Chips
	🔥	250	Dragon Lord (150 DMG)	None

Dropped Chips: S123 HeatDrgn G, S123 HeatDrgn R, S125, AquaDrgn H, S125 AquaDrgn S

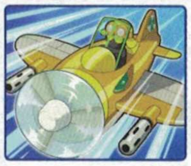
Locations: Immortal Area

KOKURYU		HP	Attacks	Used Chips
	🔥	300	Dragon Lord (200 DMG)	None

Dropped Chips: S124 ElecDrgn A, S124 ElecDrgn L, S126 WoodDrgn G, S126 WoodDrgn T

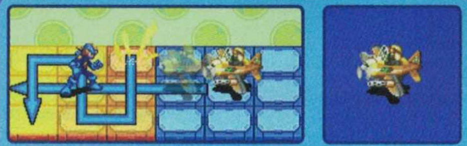
Locations: Immortal Area

FGTRPLNE-TYPE VIRUSES

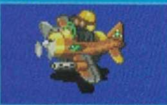


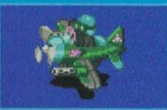
The highly-mobile FgtrPlne Virsuses push into your side of the field, re-appearing on their side and then taking a second run through the area. Higher-level FgtrPlne Viruses take that run through the row you currently occupy! When they reach their original panel, they spray your field with machinegun fire in an "S" pattern starting from the upper-right panel. MoonBlde Chips can be very effective against these viruses! Thankfully, only one FgtrPlne can attack with its guns at a time!

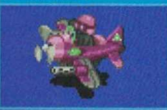
Full Synchro Counter Timing!

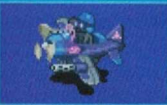


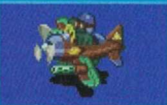
FgtrPlnes are only vulnerable to counters when they start firing. Their vulnerability only lasts for as long as it takes them to shoot through two panels, though.

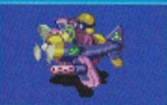
FGTRPLNE		HP	Attacks	Used Chips
	■	140	Air Raid (20 DMG)	None
	Dropped Chips: S142 AirRaid1 G, S142 AirRaid1 K ,S142 AirRaid1 R			
	Locations: Sky Area 1~2, Sky HP, MrWeathrComp 1~3, Lab'sComp 2, FanComp			

FGTRPLN2		HP	Attacks	Used Chips
	■	180	Air Raid (40 DMG)	None
	Dropped Chips: S143 AirRaid2 O, S143 AirRaid2 T, S143 AirRaid2 Y			
	Locations: PavilionComp 3			

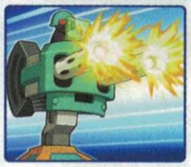
FGTRPLN3		HP	Attacks	Used Chips
	■	250	Air Raid (60 DMG)	None
	Dropped Chips: S144 AirRaid1 G, S144 AirRaid1 G, S144 AirRaid1 G			
	Locations: Graveyard			

FGTRPLNSP		HP	Attacks	Used Chips
	■	280	Air Raid (80 DMG)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREPLANE		HP	Attacks	Used Chips
	■	210	Air Raid (60 DMG)	None
	Dropped Chips: S142 AirRaid1 G, S142 AirRaid1 R, S143 AirRaid2 O, S143 AirRaid2 T			
	Locations: Sky Area 1			

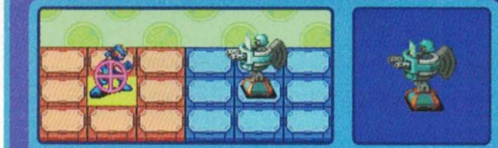
RAREPLANE2		HP	Attacks	Used Chips
	■	310	Air Raid (100 DMG)	None
	Dropped Chips: S143 AirRaid2 O, S143 AirRaid2 T, S144 AirRaid3 N, S144 AirRaid3 U			
	Locations: Sky Area 1			

GUNNER-TYPE VIRUSES

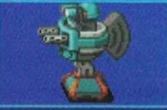


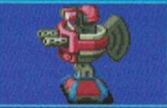
There's always a stationary cannon-type Virus and here it is! Gunners send targeting reticules into your area and if one connects with your Navi, they attack! Each type has a slightly different attack pattern. Gunners only send targets across the field when you draw level and attack a single panel. Shooters "patrol" rows in your field and lay down fire from left to right then back again if they spot you. Snipers have the same search-and-attack pattern as Gunners, but their blasts crack targeted panels. Stay out of their sights and pelt them without worry.

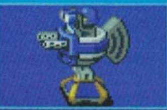
Full Synchro Counter Timing!

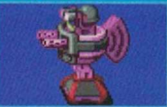


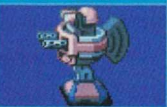
Countering a Gunner-type from the front is tough. They only begin their vulnerable phase when they start firing! The Rflectr series Chips, if used close enough to a Gunner, can bounce their attacks back in time to nail them and Counter!

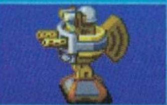
GUNNER		HP	Attacks	Used Chips
	■	60	Machinegun (10 DMG)	None
	Dropped Chips: S055 MachGun1 A, S055 MachGun1 R, S055 MachGun1 T			
	Locations: Central Area 1~3, Sky HP, RobCtrlComp 1~2, AquarumComp 1, JdgTreeComp 2~3, MrWeathrComp 3, Class1-1Comp, Class1-2Comp, Class6-1Comp, Class6-2Comp, Monitor Comp			

SHOOTER		HP	Attacks	Used Chips
	■	140	Machinegun (30 DMG)	None
	Dropped Chips: S056 MachGun2 E, S056 MachGun2 G, S056 MachGun2 S			
	Locations: ACDC Area, Undernet 0~2, MrWeathrComp 1~3, PavilionComp 3, DogHouseComp			

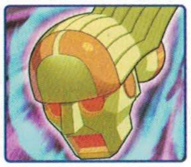
SNIPER		HP	Attacks	Used Chips
	■	220	Machinegun (50 DMG)	None
	Dropped Chips: S057 MachGun3 B, S057 MachGun3 F, S057 MachGun3 M			
	Locations: PavilionComp 4, Graveyard			

GUNNERSP		HP	Attacks	Used Chips
	■	250	Machinegun (70 DMG)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREGUNNER		HP	Attacks	Used Chips
	■	180	Machinegun (40 DMG)	Recov30
	Dropped Chips: S056 MachGun2 G, S056 MachGun2 S			
	Locations: Central Area 2			

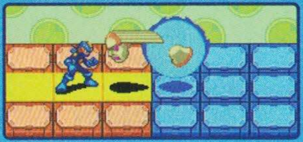
RAREGUNNER2		HP	Attacks	Used Chips
	■	250	Machinegun (90 DMG)	Recov120
	Dropped Chips: S057 MachGun3 B			
	Locations: Central Area 2			

HEADY-TYPE VIRUSES

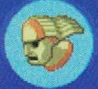


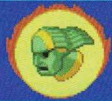
Protected by powerful auras, Heady Viruses warp around their side of the field. They're only vulnerable when they launch into their three-panel Face Attack, which breaks through guards and obstacles with ease. Smack them in the face during the attack, or use the right counter-Element to break their auras. (Rare versions need a Wood attack to break their auras.) Although each Heady Type has a different Element property, their attacks are all Null-Element.

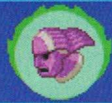
Full Synchro Counter Timing!

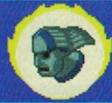


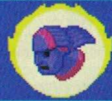
You can't Counter Heady Viruses.

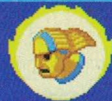
HEADYA		HP	Attacks	Used Chips
	💧	130	Face Attack (40)	None
	Dropped Chips: S048 AuraHed1 B, S048 AuraHed1 C, S048 AuraHed1 D			
	Locations: Underground 1~2			

HEADYH		HP	Attacks	Used Chips
	💧	160	Face Attack (70 DMG)	None
	Dropped Chips: S049 AuraHed2 D, S049 AuraHed2 E, S049 AuraHed2 F			
	Locations: Underground 1, Graveyard			

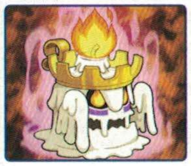
HEADYW		HP	Attacks	Used Chips
	💧	210	Face Attack (90 DMG)	None
	Dropped Chips: S050 AuraHed3 F, S050 AuraHed3 G, S050 AuraHed3 H			
	Locations: Graveyard			

HEADYE		HP	Attacks	Used Chips
	💧	40	Face Attack (110)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREHEADY		HP	Attacks	Used Chips
	💧	180	Face Attack (70 DMG)	None
	Dropped Chips: S048 AuraHed1 B, S049 AuraHed2 D			
	Locations: Underground 1			

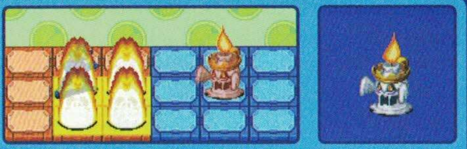
RAREHEADY2		HP	Attacks	Used Chips
	💧	280	Face Attack (120 DMG)	None
	Dropped Chips: S049 AuraHed2 D, S050 AuraHed3 G			
	Locations: Underground 1			

HNTDCNDL-TYPE VIRUSES

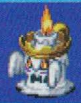


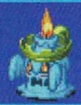
These stationary Viruses can engulf a four-panel square area in flames. Thankfully, there's plenty of warning beforehand but four panels is a lot of room! Hit them with Wind attacks to snuff out the flames and leave them half-melted and helpless. A Fire attack from either side will restore their spark and send them attacking again, so be careful! Your own Fire attacks cause no damage to them.

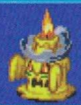
Full Synchro Counter Timing!

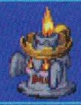


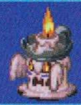
HntdCndls are vulnerable when they actually project flames into your area. This vulnerability only lasts a few brief seconds, but it's actually not too difficult to line up and time a Counter attack.

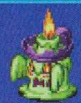
HNTDCNDL		HP	Attacks	Used Chips
	🔥	150	Burn Square (50 DMG)	None
	Dropped Chips: S108 BurnSqr1 H, S108 BurnSqr1 P, S108 BurnSqr1 V			
	Locations: Underground 1~2, PavilionComp 4, Graveyard			

HNTDCDL2		HP	Attacks	Used Chips
	🔥	200	Burn Square (80 DMG)	None
	Dropped Chips: S109 BurnSqr2 D, S109 BurnSqr2 M, S109 BurnSqr2 T			
	Locations: Graveyard			

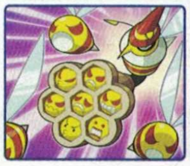
HNTDCDL3		HP	Attacks	Used Chips
	🔥	240	Burn Square (130 DMG)	None
	Dropped Chips: S110 BurnSqr3 E, S110 BurnSqr3 O, S110 BurnSqr3 Z			
	Locations: Graveyard			

HNTDCDLSP		HP	Attacks	Used Chips
	🔥	280	Burn Square (150 DMG)	None
	Dropped Chips: None			
	Locations: Event Battles			

RAREHNTDCDL		HP	Attacks	Used Chips
	🔥	200	Burn Square (100 DMG)	AreaGrab
	Dropped Chips: S108 BurnSqr1 H, S108 BurnSqr1 V, S109 BurnSqr2 D			
	Locations: ???			

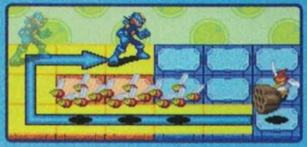
RAREHNTDCDL2		HP	Attacks	Used Chips
	🔥	280	Burn Square (150 DMG)	AreaGrab
	Dropped Chips: S109 BurnSqr2 D, S110 BurnSqr3 E, S110 BurnSqr3 O			
	Locations: ???			

HONYBMBR-TYPE VIRUSES

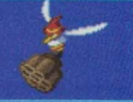


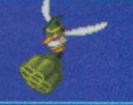
HonyBmbr Viruses don't attack until you attack them. When they get hit, they unleash three small swarms of cyber-bees that can turn twice to hunt you down and sting multiple times if they connect. The bees act like a train and stay in a line, which makes dodging easier. HonyBmbrs can only release one set of bees at a time, so while the bees are out they're very vulnerable! Standard HonyBmbrs are stationary, but higher versions flit to different panels. Thankfully, the are to which they're about to go is highlighted before they move.

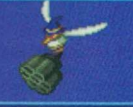
Full Synchro Counter Timing!

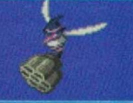


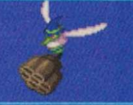
HonyBmbr Viruses can't be countered.

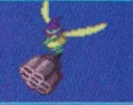
HONYBMBR		HP	Attacks	Used Chips
	🍃	130	Risky Honey (25 DMG)	None
Dropped Chips: S039 RskyHny1 B, S039 RskyHny1 G, S039 RskyHny1 S				
Locations: Green Area 1~2, Green HP, JdgTreeComp 1~3, HeliportComp				

HNYBMBR2		HP	Attacks	Used Chips
	🍃	170	Risky Honey (20 DMG)	None
Dropped Chips: S040 RskyHny2 C, S040 RskyHny2 R, S040 RskyHny2 V				
Locations: Undernet 3, PavilionComp 2				

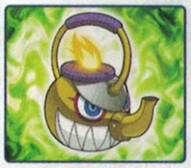
HNYBMBR3		HP	Attacks	Used Chips
	🍃	210	Risky Honey (100 DMG)	None
Dropped Chips: S041 RskyHny3 A, S041 RskyHny3 D, S041 RskyHny3 M				
Locations: Graveyard				

HNYBMBRSP		HP	Attacks	Used Chips
	🍃	250	Risky Honey (125 DMG)	None
Dropped Chips: None				
Locations: Event Battles				

RAREHNYBMBR		HP	Attacks	Used Chips
	🍃	200	Risky Honey (75 DMG)	None
Dropped Chips: S039 RskyHny1 B, S039 RskyHny1 G, S040 RskyHny2 C, S040 RskyHny2 R				
Locations: JdgTreeComp 1				

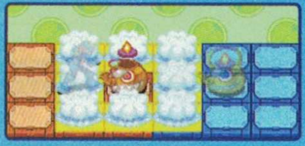
RAREHNYBMBR2		HP	Attacks	Used Chips
	🍃	250	Risky Honey (125 DMG)	None
Dropped Chips: S040 RskyHny2 C, S040 RskyHny2 R, S041 RskyHny3 A, S041 RskyHny3 D				
Locations: JdgTreeComp 1				

KETTLE-TYPE VIRUSES

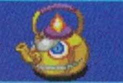


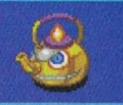
Kettles are certainly interesting Viruses. They bounce around and occasionally leap into a panel and splash the eight surrounding ones with hot water. They don't have any HP; instead, you must raise their temperature to 100 by attacking (1 degree per point of damage), which causes them to explode in a splash of hot water, damaging enemies in the surrounding panels. You need to pile on the damage fast, since the Kettles cool down quickly! Although all of the Kettles are Null-Element Viruses, their attack is Aqua-Element. While the Kettles from HeatMan's challenge only react to Fire attacks, in random encounters any attack will do.

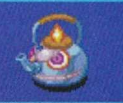
Full Synchro Counter Timing!

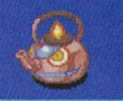


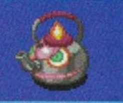
There's no way to Counter these Viruses, since they have no HP to drain!

KETTLE (HEATMAN CHALLENGE)		HP	Attacks	Used Chips
	■	N/A	Splasher Can (100 DMG)	None
Dropped Chips: None				
Locations: Event Battles				

KETTLE (NORMAL)		HP	Attacks	Used Chips
	■	N/A	Splasher Can (150 DMG)	None
Dropped Chips: S139 LilBolr1 F, S139 LilBolr1 K, S139 LilBolr1 L				
Locations: Underground 2				

SUPRKETL		HP	Attacks	Used Chips
	■	N/A	Splasher Can (200 DMG)	None
Dropped Chips: S140 LilBolr2 E, S140 LilBolr2 M, S140 LilBolr2 V				
Locations: PavilionComp 1, Graveyard				

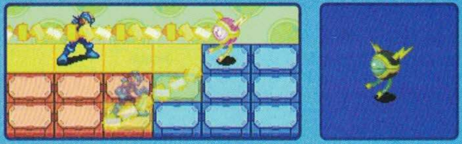
KETTLEDX		HP	Attacks	Used Chips
	■	N/A	Splasher Can (250 DMG)	None
Dropped Chips: S141 LilBolr3 G, S141 LilBolr3 S, S141 LilBolr3 Z				
Locations: VendngMcComp				

KETTLESP		HP	Attacks	Used Chips
	■	N/A	Splasher Can (100 DMG)	None
Dropped Chips: None				
Locations: Event Battles				

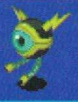
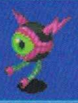
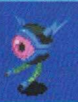
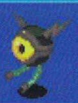
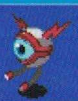
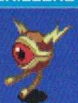
KILLREYE-TYPE VIRUSES

KillrEye Viruses remain stationary, simply floating and watching. Look for the small, easy-to-miss green dot to find the KillrEye's line-of-sight, which runs either horizontally across the row or at a direct diagonal. Get in its line of vision to make it fire an electric beam. Determine which way its eye is looking to know where it's searching!

Full Synchro Counter Timing!



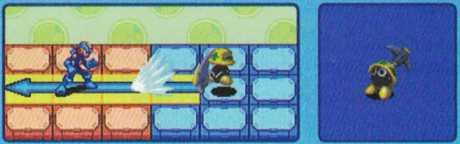
The actual attack isn't when KillrEyes are vulnerable. Instead, watch for its eye to move to a different position and then blink. As soon as its lids close, it becomes vulnerable to Counters for a brief moment. Hit it from an angle where it's not looking.

	HP	Attacks	Used Chips	Dropped Chips	Locations
KILLEREYE 	100	Killer's Eye (50 DMG)	None	S116 Sensor1 J, S116 Sensor1 O, S116 Sensor1 W	Underground 1~2
DEMONEYE 	150	Killer's Eye (100 DMG)	None	S117 Sensor2 N, S117 Sensor2 U, S117 Sensor2 Y	Undernet 0, Undernet 2, Graveyard
JOKEREYE 	190	Killer's Eye (150 DMG, stun)	None	S118 Sensor3 I, S118 Sensor3 K, S118 Sensor3 Q	Graveyard
KILLEREYESP 	230	Killer's Eye (200 DMG)	None	None	Event Battles
RAREKILLEREYE 	170	Killer's Eye (120 DMG)	Geddon	S116 Sensor1 J, S116 Sensor1 O, S117 Sensor2 N, S117 Sensor2 U	Underground 2
RAREKILLEREYE2 	250	Killer's Eye (250 DMG)	Geddon	S117 Sensor1 N, S117 Sensor1 U, S113 Sensor1 I	Underground2

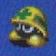
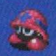
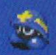
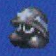
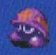
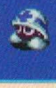
METTAUR-TYPE VIRUSES

Mettaurs are the most common Virus types on the net. They can only move vertically and their Shockwave attack travels in a straight line. However, the Shockwave pierces through any obstacles and stronger versions of the Mettaur can duck underneath their helmets to block against non-Break-Type attacks.

Full Synchro Counter Timing!



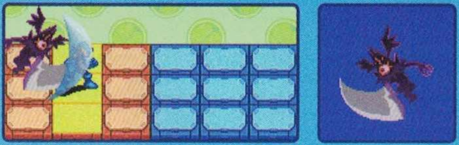
Countering the Mettaurs is fairly easy. Simply time an attack for when they rear back with their pickaxe. There is also a brief moment in the early part of their forward swing to accomplish a Counter. However, once the axe hits ground, the opportunity ends.

	HP	Attacks	Used Chips	Dropped Chips	Locations
METTAUR 	40	Shockwave (10 DMG)	None	S091 Rflectr1 A, S091 Rflectr1 C, S091 Rflectr1 P	Central Area 1~3, RoboDogComp, Class6-1Comp, Class6-2Comp, Class1-1Comp, Class1-2Comp, RobCtrlComp 1~2, Seaside Area 1, TeachrRmComp, BathroomComp, WaterMchComp, Pipe Comp
METTAUR2 	80	Shockwave (30 DMG)	None	S092 Rflectr2 B, S092 Rflectr2 G, S092 Rflectr2 Y	Seaside Area 2, Green Area 1~2, JdgTreeComp 1~3, Undernet 0, StfToySpComp, VendngMcComp, DogHouseComp, ElevatorComp, PavilionComp 2, AirCndtrComp, GuidPanlComp
METTAUR3 	120	Shockwave (50 DMG)	Invisibl	S093 Rflectr3 E, S093 Rflectr3 F, S093 Rflectr3 O	Underground 1~2, Undernet 2, Graveyard, Immortal Area, ACDC HP, PavilionComp 1~2, PavilionComp 4
METTAURSP 	160	Shockwave (70 DMG)	Recov150	None	Event Battles
RAREMETTAUR 	120	Shockwave (50 DMG)	Recov150	S091 Rflectr1 *, S092 Rflectr2 *	Central Area 1
RAREMETTAUR2 	180	Shockwave (100 DMG, poison panels)	Invisibl, Snctuary	S093 Rflectr3 *	Central Area 1

NGHTMARE-TYPE VIRUSES

Nghtmares live up to their name. They refuse to stay on their side of the field, teleporting into random panels on your side. After three moves, they swipe at you with a WideSwrd-style attack, sometimes from behind you! To make matters worse, only Sword-type attacks inflict damage to them and only once when they are fully formed. They're invulnerable while they're small whirlwinds! They also have AirShoes and FlotShoe ability, ignoring all panel effects. The MoonBld Chip is extremely useful against these Viruses, so have some handy when Nghtmares are in the area!

Full Synchro Counter Timing!



These ghostly goons are very tough to counter, since they're only vulnerable *during* their sword-swipe. Their vulnerability extends a brief moment after they swing, as well. The best way to handle them is with a MoonBlde from below or above. If you're lucky enough to have one attack from the front while you have room to move back, though, a LongSwrd works as well.

NGHTMARE

HP	Attacks	Used Chips
100	Black Sword (40 DMG)	None

Dropped Chips: S100 SumnBlk1 E, S100 SumnBlk1 I, S100 SumnBlk1 P

Locations: Underground 1~2, PavilionComp 2, PavilionComp 4, GuidPanlComp

BLCKMARE

HP	Attacks	Used Chips
140	Black Sword (60 DMG)	None

Dropped Chips: S101 SumnBlk2 H, S101 SumnBlk2 O, S101 SumnBlk2 V

Locations: PrcplOfcComp

DARKMARE

HP	Attacks	Used Chips
180	Black Sword (100 DMG)	None

Dropped Chips: S102 SumnBlk3 W, S102 SumnBlk3 Y, S102 SumnBlk3 Z

Locations: Graveyard

NGHTMARESP

HP	Attacks	Used Chips
220	Black Sword (120 DMG)	None

Dropped Chips: None

Locations: Event Battles

NGHTRARE

HP	Attacks	Used Chips
180	Black Sword (80 DMG)	None

Dropped Chips: S101 SumnBlk2 H, S101 SumnBlk2 V

Locations: Underground 2

NGHTRARE2

HP	Attacks	Used Chips
260	Black Sword (120 DMG)	None

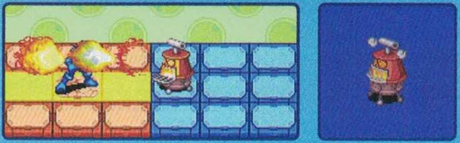
Dropped Chips: S102 SumnBlk2 W, S102 SumnBlk2 Y

Locations: Underground 2

OLDSTOV-TYPE VIRUSES

These clanking Viruses wander from panel to panel. When they get your Navi within range, they start to shake and release a three-panel long tongue of flame. This flame blast comes is very quick, so watch for it! More powerful versions of the OldStov can also crack panels with their flames, which can leave you in a real dangerous spot.

Full Synchro Counter Timing!



As soon as the OldStov starts rattling, it becomes vulnerable to Counters! When it opens its grill, however, its vulnerability will fade in a fraction of a second, so attack fast.

OLDSTOV

HP	Attacks	Used Chips
80	Hell's Burner (20 DMG)	None

Dropped Chips: S019 FireBrn1 F, S019 FireBrn1 G, S019 FireBrn1 H

Locations: RobCtrlComp 2, Central Area 3, Lab'sComp 1, Heater Comp

OLDHEATR

HP	Attacks	Used Chips
120	Hell's Burner (40 DMG, crack panels)	None

Dropped Chips: S020 FireBrn2 S, S020 FireBrn2 T, S020 FireBrn2 U

Locations: Sky Area 1~2, ACDC Area, MrWeatherComp 3

OLDBURNR

HP	Attacks	Used Chips
180	Hell's Burner (80 DMG)	None

Dropped Chips: S021 FireBrn3 C, S021 FireBrn3 D, S021 FireBrn3 E

Locations: PavilionComp 4

OLDSTOVSP

HP	Attacks	Used Chips
230	Hell's Burner (100 DMG)	None

Dropped Chips: None

Locations: Event Battles

RAROLDST

HP	Attacks	Used Chips
180	Hell's Burner (60 DMG)	AreaGrab

Dropped Chips: S019 FireBrn1 *, S020 FireBrn2 S, S020 FireBrn2 F

Locations: Central Area 3

RAREOVEN2

HP	Attacks	Used Chips
250	Hell's Burner (100 DMG)	AreaGrab

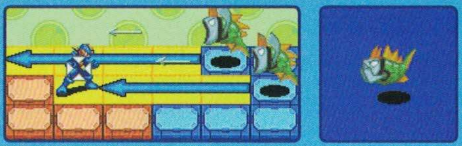
Dropped Chips: S020 FireBrn2 T, S021 FireBrn3 C

Locations: Central Area 3

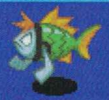
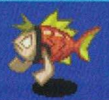
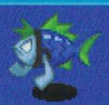
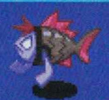
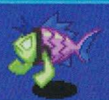
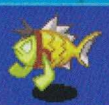
PIRANHA-TYPE VIRUSES

Piranhas have a school mentality. They warp up and down their column, sending out target reticules at each stop. Should one reticule find your Navi, *all* Piranha in the battle fire arrows across the field. Although they look airborne, Piranhas cannot cross over holes. They do have a Float ability, which enables them to ignore panel effects.

Full Synchro Counter Timing!



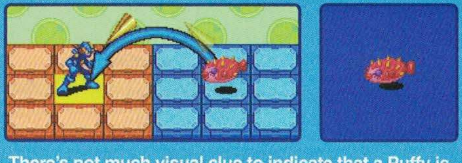
You must get in a Piranha's sights before it will become vulnerable to Counters. As soon as they start to open their big yaps, they're vulnerable! Their vulnerability lasts roughly as long as it takes for their arrows to fly two panels.

Virus	HP	Attacks	Used Chips	Dropped Chips	Locations
PIRANHA 	70	Triple Arrow (20 DMG)	None	S023 TrnArrw1 A, S023 TrnArrw1 F, S023 TrnArrw1 K	Seaside Area 1~3, Aquarium HP, AquarumComp 1~3, SecurCamComp, FshStkSpComp
PIRANHA2 	120	Triple Arrow (40)	None	S024 TrnArrw2 G, S024 TrnArrw2 M, S024 TrnArrw2 Z	Underground 2, AirCndtrComp
PIRANHA3 	150	Triple Arrow (3x60)	None	S025 TrnArrw3 M, S025 TrnArrw3 S, S025 TrnArrw3 Y	PavilionComp 1
PIRANHASP 	180	Triple Arrow (3x80 DMG)	None	None	Event Battles
RAREPIRANHA 	140	Triple Arrow (3x60 DMG)	None	S023 TrnArrw1 A, S024 TrnArrw2 G	Seaside Area 1
RAREPIRANHA2 	210	Triple Arrow (3x100)	None	S024 TrnArrw2 G, S025 TrnArrw3 M, S025 TrnArrw3 Y	Seaside Area 1

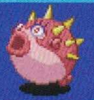
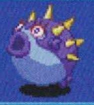
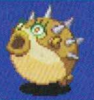
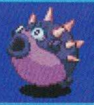
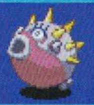
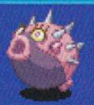
PUFFY-TYPE VIRUSES

Puffy Viruses don't move from their location; instead, they float and lob occasional spikes into your side of the field. It's best to leave these Viruses for last unless you're confident you can delete them with a single attack. After taking a single hit, they puff up and toss two spikes with shorter intervals, and a *second* blow inflates them more, resulting in three spikes per attack in rapid succession! Since they can really fill the field in this state, don't give them the chance. As soon as the spike sticks into the ground, you can safely step into that panel, although though the spike is still visible!

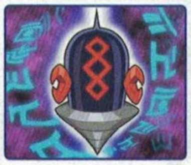
Full Synchro Counter Timing!



There's not much visual clue to indicate that a Puffy is vulnerable to a Counter. Watch for them to drop down lower than normal, which signals the start of their attack. They remain vulnerable for a brief moment after they launch the spike, but the moment passes quickly.

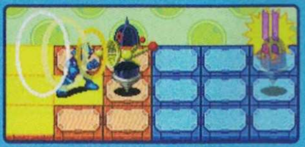
Virus	HP	Attacks	Used Chips	Dropped Chips	Locations
PUFFY 	80	Puffy Shot (10 DMG)	None	S112 AquaNdl1 C, S112 AquaNdl1 J, S112 AquaNdl1 P	Seaside Area 1~3, Aquarium HP, AquarumComp 1~3
PUFFY2 	120	Puffy Shot (30 DMG)	None	S113 AquaNdl2 F, S113 AquaNdl2 K, S113 AquaNdl2 T	Sky Area 1~2, Underground 1~2, MrWeatherComp 1~2, PavilionComp 1, ShowerComp
PUFFY3 	200	Puffy Shot (80 DMG)	Barrier	S114 AquaNdl3 A, S114 AquaNdl3 L, S114 AquaNdl3 U	Undernet 3, Graveyard 2
PUFFYSP 	240	Puffy Shot (100 DMG)	Barrier, Barr100	None	Event Battles
RAREPUFY 	170	Puffy Shot (50 DMG)	Barrier	S112 AquaNdl1 C, S113 AquaNdl2 F, S113 AquaNdl2 T	Seaside Area 2
RAREPUFFY2 	250	Puffy Shot	Barr100	S113 AquaNdl2 F, S113 AquaNdl2 T, S114 AquaNdl3 A	Seaside Area 2

PULSBULB-TYPE VIRUSES

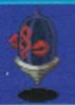


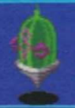
PulsBulbs can be a royal pain. They float around their area, completely unaffected by panel type, covered in a hard shell that reflects all non-Break-type attacks. When they draw level with your Navi, they rush into the panel directly in front of them (even crossing into your side of the field!) and unleash a pulse-wave that has different effects depending on the PulsBulb type. This is the only time they're vulnerable to non-Break attacks, so make that moment count!

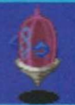
Full Synchro Counter Timing!

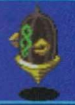


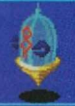
There's really not a lot of time to Counter PulsBulbs. Normally, you can only Counter them as soon as they open their shell to attack, and they stop being vulnerable as soon as they unleash their sonic wave. However, there's a fraction of a second where they're vulnerable *before* they open their shell; if you have a Break-type attack, use it when that time occurs.

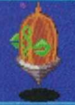
PULSBULB		HP	Attacks	Used Chips
	⚡	120	Elec Pulse (40 DMG)	None
		Dropped Chips: S033 ElcPuls1 J, S033 ElcPuls1 L, S033 ElcPuls1 S		
		Locations: MrWeathrComp 1~3, Lab'sComp 2, ElevatorComp, HeliportComp, ObservtnComp		

PLSBULB2		HP	Attacks	Used Chips
	⚡	160	Elec Pulse (80 DMG)	None
		Dropped Chips: S034 ElcPuls1 A, S034 ElcPuls2 E, S034 ElcPuls2 J		
		Locations: Immortal Area		

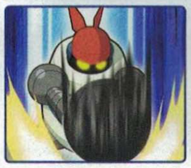
PLSBULB3		HP	Attacks	Used Chips
	⚡	200	Elec Pulse (130 DMG, Blind)	None
		Dropped Chips: S035 ElcPuls3 A, S035 ElcPuls3 J, S035 ElcPuls3 S		
		Locations: Graveyard		

PLSBULBSP		HP	Attacks	Used Chips
	⚡	240	Elec Pulse (150 DMG)	None
		Dropped Chips: None		
		Locations: Event Battles		

RAREPLSBULB		HP	Attacks	Used Chips
	⚡	180	Elec Pulse (120 DMG)	None
		Dropped Chips: S033 ElcPuls1 J, S033 ElcPuls1 S, S034 ElcPuls2 A, S034 ElcPuls2 E		
		Locations: MrWeathrComp 3		

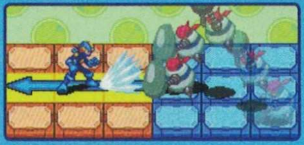
RAREPLSBULB2		HP	Attacks	Used Chips
	⚡	280	Elec Pulse (150 DMG)	None
		Dropped Chips: S034 ElcPuls2 A, S034 ElcPuls2 E, S035 ElcPuls3 A, S035 ElcPuls3 S		
		Locations: MrWeathrComp 3		

QUAKER-TYPE VIRUSES

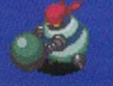


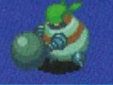
Quakers leap from panel to panel, lining themselves up with you when they land. When this occurs, they release a shockwave of the same kind Mettaurs use. Of course, most attacks sail under them when they're high in the air, leaving you with less of an attack opportunity. High-level Quakers can also briefly stun your Navi when they land (unless you have Flot/AirShoes), so stay out of their range.

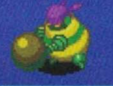
Full Synchro Counter Timing!

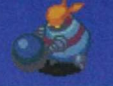


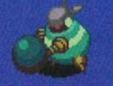
Quakers are only vulnerable for a brief moment at the *start* of their attack, meaning when they first jump up. This does make timing your attacks tricky, since there's not much of a visual clue.

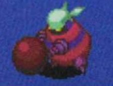
QUAKER		HP	Attacks	Used Chips
	⊡	80	Shockwave (20 DMG)	None
		Dropped Chips: S094 WaveArm1 E, S094 WaveArm1 F, S094 WaveArm1 G		
		Locations: Seaside Area 3, AquarumComp 1~3, JdgTreeComp 1, JdgTreeComp 3, Lab'sComp 1		

SHAKER		HP	Attacks	Used Chips
	⊡	110	Shockwave (30 DMG)	None
		Dropped Chips: S095 WaveArm2 L, S095 WaveArm2 M, S095 WaveArm2 N		
		Locations: Sky Area 2, ACDC Area, Undernet 0		

BREAKER		HP	Attacks	Used Chips
	⊡	200	Shockwave (100 DMG)	None
		Dropped Chips: S096 WaveArm3 R, S096 WaveArm3 S, S096 WaveArm3 T		
		Locations: Graveyard 1		

QUAKERSP		HP	Attacks	Used Chips
	⊡	230	Shockwave (120 DMG)	None
		Dropped Chips: None		
		Locations: Event Battles		

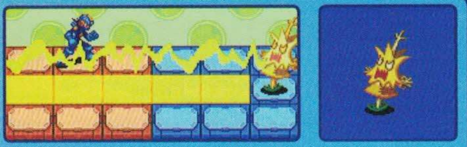
RAREQUAKER		HP	Attacks	Used Chips
	⊡	150	Shockwave (50 DMG)	AreaGrab
		Dropped Chips: S094 WaveArm1 G, S095 WaveArm2 L		
		Locations: Seaside Area 3		

RAREQUAKER2		HP	Attacks	Used Chips
	⊡	260	Shockwave (120 DMG)	AreaGrab
		Dropped Chips: S095 WaveArm2 L, S096 WaveArm3 R, S096 WaveArm3 S		
		Locations: Seaside Area 3		

SCARCROW-TYPE VIRUSES

When ScarCrows unleash their lightning bolts, they instantly travel across and entire row, cutting through obstacles. Fortunately, there's a lot of warning before this attack. The problem, however, is that right before the attack, the lightning bolt that powers up the ScarCrow completely heals it as well. This means that you only have a small amount of time to inflict deletion-level damage to the Virus.

Full Synchro Counter Timing!



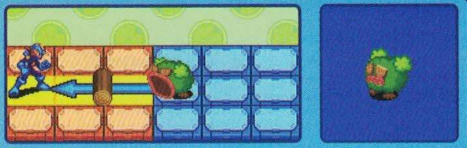
Like Gunners, ScarCrows are only vulnerable to Counters at a very inconvenient time: at the very beginning of their instantaneous forward attack. After the lightning beam is unleashed, there's a brief moment during which they're vulnerable. Hit them with an auto-targeting attack for best results.

Virus	HP	Attacks	Used Chips	Dropped Chips	Locations
SCARCROW	100	Doll Thunder (30 DMG)	None	S030 DolThdr1 A, S030 DolThdr1 E, S030 DolThdr1 Q	Sky Area 1~2, MrWeatherComp 2~3
SCRCROW2	140	Doll Thunder (60 DMG)	60	S031 DolThdr2 C, S031 DolThdr2 L, S031 DolThdr2 P	PavilionComp 3, Graveyard 1
SCRCROW3	180	Doll Thunder (80 DMG)	None	S032 DolThdr3 B, S032 DolThdr3 R, S032 DolThdr3 V	Graveyard
SCRCROWSP	220	Doll Thunder (100 DMG)	None	None	Event Battles
RARECROW	180	Doll Thunder (70 DMG)	None	S030 DolThdr1 A, S030 DolThdr1 E, S031 DolThdr2 C, S031 DolThdr2 L	Sky Area 2
RARECROW2	220	Doll Thunder (110 DMG)	None	S031 DolThdr2 C, S031 DolThdr2 L, S032 DolThdr3 B, S032 DolThdr3 R	Sky Area 2

SHRUBBY-TYPE VIRUSES

Shrubbys have two different forms of movement: they can teleport around and attack, or run smoothly from panel to panel in a panic. When they do attack, they spit out logs that roll horizontally. The higher-level Shrubby types spit out logs that are two panels wide. This can actually be an advantage if there are obstacles in the field, since the logs are destroyed when they hit an obstacle! You can destroy the logs with attacks. Normal Shrubby logs have 5HP, the 2s have 10HP, the 3s have 15HP, and the SPs have 20HP. A quick-charging Buster is very useful against the logs!

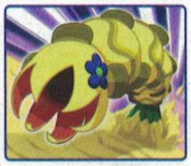
Full Synchro Counter Timing!



When a Shrubby approaches the front line and pauses, get ready. As soon as they start to puff up to unleash a log, they become vulnerable to Counters. They still remain vulnerable once they spit out the log, but you must either attack from the side or have a piercing move from the front to Counter them.

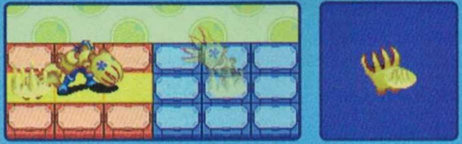
Virus	HP	Attacks	Used Chips	Dropped Chips	Locations
SHRUBBY	100	Rolling Log (20 DMG)	AreaGrab	S042 RlngLog1 I, S042 RlngLog1 K, S042 RlngLog1 P	JdgTreeComp 1~3, Mascot Comp, Book Comp
SHRUBBY2	160	Rolling Log (70 DMG)	AreaGrab	S043 RlngLog2 E, S043 RlngLog2 Q, S043 RlngLog2 Z	Pavilion 2, Mascot Comp
SHRUBBY3	210	Rolling Log (100 DMG)	AreaGrab	S044 RlngLog3 F, S044 RlngLog3 N, S044 RlngLog3 W	Graveyard
SHRUBBYSP	240	Rolling Log (120 DMG)	AreaGrab	None	Event Battles
RARESHRUBBY	180	Rolling Log (90 DMG)	AreaGrab	S042 RlngLog1 I, S042 RlngLog1 K, S043 RlngLog2 E, S043 RlngLog2 Q	JdgTreeComp 3
RARESHRUBBY2	240	Rolling Log (140 DMG)	AreaGrab	S043 RlngLog2 E, S043 RlngLog2 Q, S044 RlngLog3 F, S044 RlngLog3 N	JdgTreeComp 3

SNAKEARM-TYPE VIRUSES

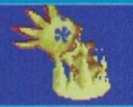


Hitting SnakeArms can be difficult, since these Viruses are always on the move. They leap from panel to panel, disappearing into them between jumps. Watch for a row of three panels on your side to flash yellow; when this occurs, it indicates that the SnakeArm is about to leap through them. It might even leap up from *behind*! Thankfully, the entire body of the Virus is vulnerable to attack.

Full Synchro Counter Timing!

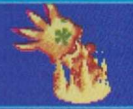


SnakeArms actually have a large window of Counter-opportunity. When they leap into your side of the area, they're vulnerable to Counters as long as their heads are above ground (essentially, for the first half of their attack). Wide attacks, like WideSwrd, are perfect for Counters.

SNAKEARM		HP	Attacks	Used Chips
	■	130	Jumping Worm (60 DMG)	None

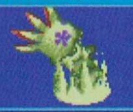
Dropped Chips: S097 SandWrm1 A, S097 SandWrm1 G, S097 SandWrm1 L

Locations: Undernet 1~2, Graveyard 2

SNAKEAR2		HP	Attacks	Used Chips
	■	170	Jumping Worm (80 DMG)	None

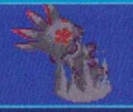
Dropped Chips: S098 SandWrm2 B, S098 SandWrm2 R, S098 SandWrm2 Y

Locations: Undernet 3, PavilionComp 4, CopyBotComp

SNAKEAR3		HP	Attacks	Used Chips
	■	250	Jumping Worm (140 DMG)	None

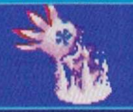
Dropped Chips: S099 SandWrm3 H, S099 SandWrm3 J, S099 SandWrm3 S

Locations: Graveyard

SNAKEARSP		HP	Attacks	Used Chips
	■	280	Jumping Worm (170 DMG)	None

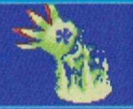
Dropped Chips: None

Locations: Event Battles

RARESNAKE		HP	Attacks	Used Chips
	■	200	Jumping Worm (100 DMG)	None

Dropped Chips: S097 SandWrm1 A, S097 SandWrm1 G, S098 SandWrm2 B, S098 SandWrm2 R

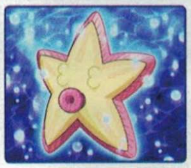
Locations: ???

RARESNAKE2		HP	Attacks	Used Chips
	■			

Dropped Chips: S098 SandWrm2 B, S098 SandWrm2 R, S099 SandWrm3 H, S099 SandWrm3 S

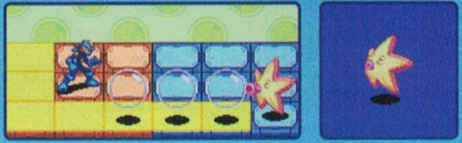
Locations: ???

STARFISH-TYPE VIRUSES

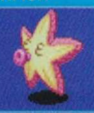


StarFish Viruses are dangerous in combination with other Viruses. They don't move and their Air Bubble attack travels along the row, turning only when they reach the end of the area. They will always turn to the row you're in once they hit the edge. These bubbles have the Bubble trap-effect, stunning your Navi and leaving them vulnerable to other attacks. Since their pattern doesn't vary, finding the safe points is easy. Any attack will pop the bubbles; piercing attacks are especially effective.

Full Synchro Counter Timing!

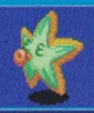


There really isn't much of a window to Counter a Starfish. They're vulnerable when they rear back to blow bubbles, and only remain so up until the first bubble finishes forming.

STARFISH		HP	Attacks	Used Chips
	💧	60	Air Bubble (20 DMG)	None

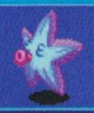
Dropped Chips: S026 BblStar1 B, S026 BblStar1 E, S026 BblStar1 T

Locations: AquarumComp 2~3, OxygnTnkComp, ObservtnComp

STARFSH2		HP	Attacks	Used Chips
	💧	120	Air Bubble (40 DMG)	None

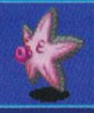
Dropped Chips: S027 BblStar2 C, S027 BblStar2 L, S027 BblStar2 V

Locations: Undernet 2, PavilionComp 1

STARF		HP	Attacks	Used Chips
	💧	210	Air Bubble (100 DMG)	None

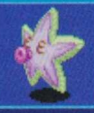
Dropped Chips: S028 BblStar3 G, S028 BblStar3 R, S028 BblStar3 S

Locations: Graveyard, Immortal Area

STARFSHSP		HP	Attacks	Used Chips
	💧	240	Air Bubble (120 DMG)	None

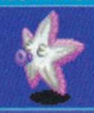
Dropped Chips: None

Locations: Event Battles

RARESTARFISH		HP	Attacks	Used Chips
	💧	180	Air Bubble (60 DMG)	None

Dropped Chips: S026 BblStar1 B, S026 BblStar1 E, S027 BblStar2 C

Locations: AquarumComp 3

RARESTARFISH2		HP	Attacks	Used Chips
	💧	240	Air Bubble (120 DMG)	None

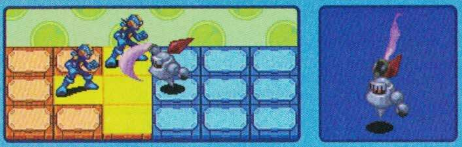
Dropped Chips: S027 BblStar2 C

Locations: AquarumComp 3

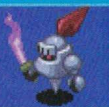
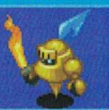
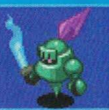
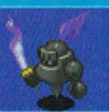
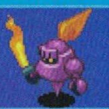
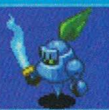
SWORDY-TYPE VIRUSES

Classic enemies are back! Swordy Viruses take WideSwrd or LongSwrd swipes once you get within either attacks' range. They only slice once per attack, though, don't worry about follow-ups. Since they often have AreaGrab Chips to use, they can keep you within attack range fairly easily. The Swordys' attacks have the same Element state as the Swordys themselves.

Full Synchro Counter Timing!



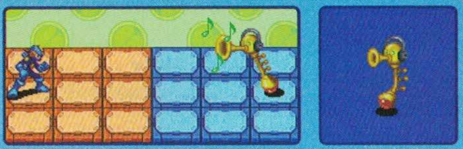
When the Swordy is raising its arm to strike, strike as soon as it reaches the apex of its lift. Common Swordy Viruses have very slow swings, providing ample time to attack. In addition, they remain vulnerable about halfway through their actual swing.

Virus		Element	HP	Attacks	Used Chips	Dropped Chips	Locations
SWORDY		▣	90	WideSword (30 DMG), LongSword (30 DMG)	AreaGrab	S072 LongSwrd H, S072 LongSwrd L, S072 LongSwrd S	Seaside Area 1~2, Underground 1, SymbolComp
SWORDY2		🔥	140	WideSword (60 DMG), LongSword (60 DMG)	AreaGrab	S075 FireSwrd F, S075 FireSwrd O, S075 FireSwrd Z	Sky Area 1~2, ACDC Area, Underground 2, Undernet 0~1, MrWeatherComp 1
SWORDY3		💧	160	WideSword (90 DMG), LongSword (90 DMG)	AreaGrab	S076 AquaSwrd A, S076 AquaSwrd I, S076 AquaSwrd Y	Underground 2, Undernet 3, PavilionComp 1, CopyBotComp
SWORDYSP		▣	200	WideSword (120 DMG), LongSword (120 DMG)	AreaGrab	None	Event Battles
RARESWORDY2		🔥	160	WideSword (80 DMG), LongSword (80 DMG)	AreaGrab	S075 FireSwrd F	Underground 1
RARESWORDY3		💧	220	WideSword (150 DMG), LongSword (150 DMG)	AreaGrab	S076 AquaSwrd A	Underground 1

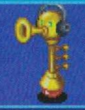
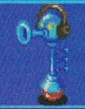
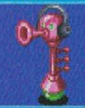
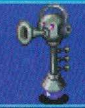
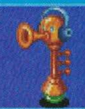
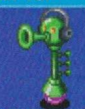
TRUMPY-TYPE VIRUSES

Trumpys do magic things—magic things that are bad for you! They stay in the rear column of the enemy area and jump up and down to avoid being level with you. After four jumps, they sound off. During this time, different effects are in play depending on the Trumpy type. This is never good, so make deleting the Trumpys a top priority.

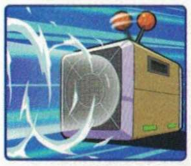
Full Synchro Counter Timing!



There's only a very short moment when Trumpy-types are vulnerable to a Counter. When they rear back to blow their horn, you must wait a brief moment before they turn vulnerable. Their vulnerability continues only into the first forward "push" when they sound off.

Virus		Element	HP	Attacks	Used Chips	Dropped Chips	Locations
TRUMPY		▣	80	Fanfare (Enemies are invincible)	None	S149 Fanfare P, S149 Fanfare S, S149 Fanfare Z	ACDC Area
TUBY		▣	100	Discord (your Navi is Confused)	None	S150 Discord A, S150 Discord G, S150 Discord S	ACDC Area
TROMBY		▣	130	Timpani (your Navi is Stunned)	None	S151 Timpani I, S151 Timpani O, S151 Timpani T	Undernet 0, Graveyard 1
MUTEANT		▣	160	Silence (your Navi cannot attack)	None	S152 Silence B, S152 Silence R, S152 Silence W	Graveyard
XYLOS		▣	190	Horn	None	None	Event Battles
TRUMPYSP		▣	210	Fanfare (enemies are invincible)	None	None	Event Battles

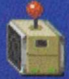
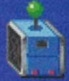
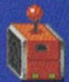
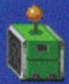
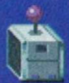
WINDBOX-TYPE VIRUSES

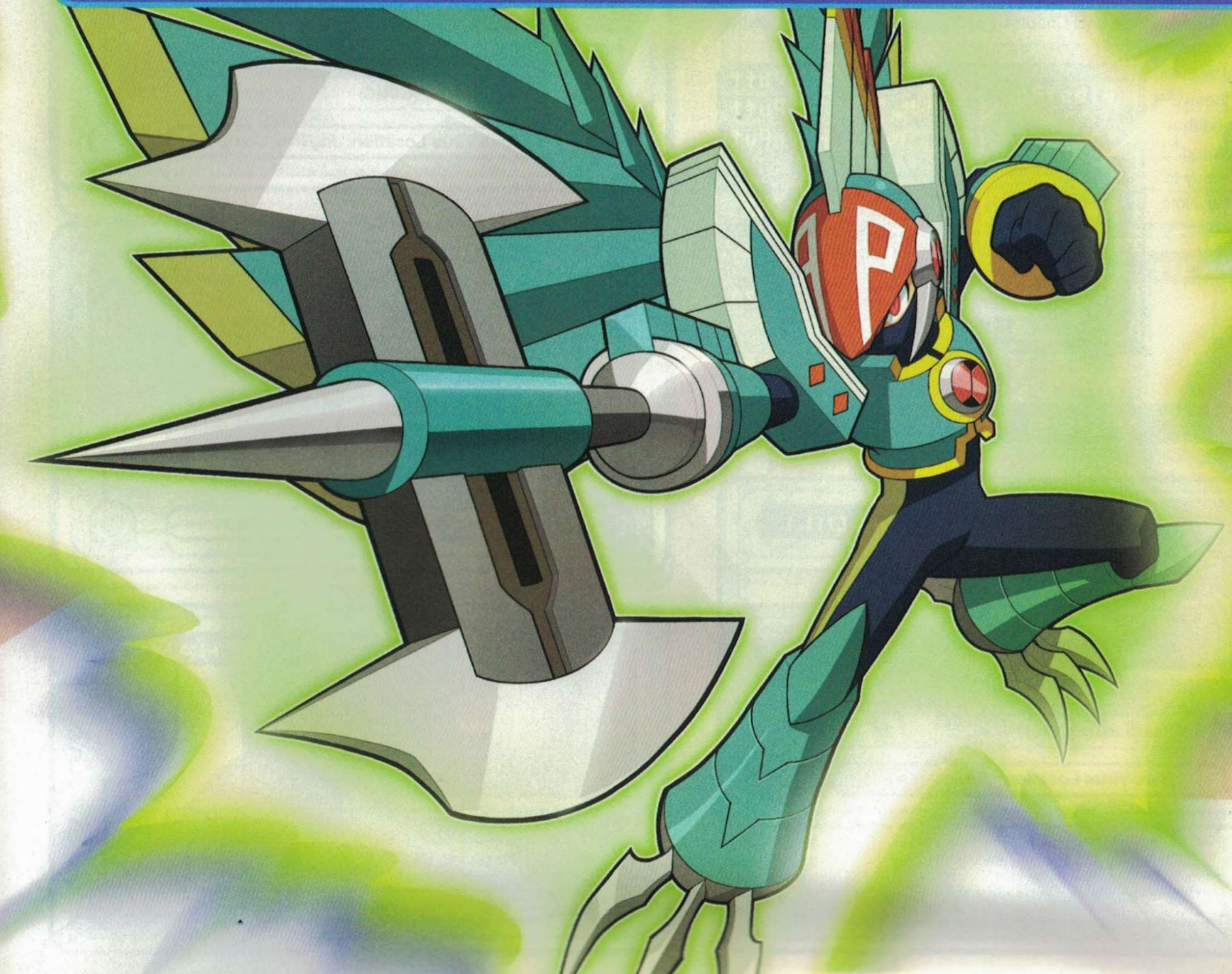


WindBoxes are stationary Viruses that do not attack. They are still very annoying, though, since their wind pushes your Navi to the far end of the field, potentially ruining your attacks. The VacuumFan variety, on the other hand, draws you in close! Eliminate them quickly to clear the air.

Full Synchro Counter Timing!

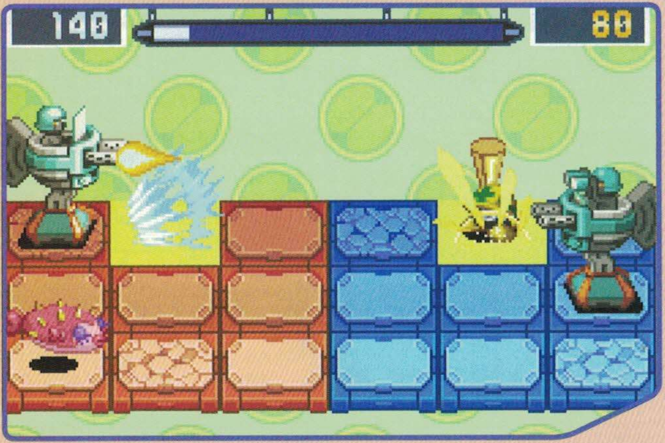
Since WindBoxes don't attack, there's no chance to Counter them!

Virus		HP	Attacks	Used Chips	Dropped Chips	Locations
WINDBOX 	⊡	130	Wind (blow away, 0 DMG)	None	S134 Wind *	MrWeatherComp 1~2, Lab'sComp 2, AirCndtrComp
VACUUMFAN 	⊡	130	Fan (pull close, 0 DMG)	None	S135 Fan *	MrWeatherComp 1~2, Lab'sComp 2, HeaterComp
WINDBOX2 	⊡	160	Wind (blow away, 0 DMG)	None	S134 Wind *	PavilionComp 3, AirCndtrComp
VACUUMFAN2 	⊡	160	Fan (pull close, 0 DMG)	None	S135 Fan *	MrWeatherComp 1, PavilionComp 3
RAREBOX 	⊡	190	Wind (blow away, 0 DMG)	None	S134 Wind *	MrWeatherComp 1

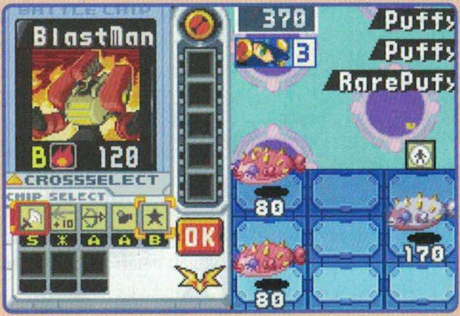


VIRUS BATTLING

If you're tired of having your Navis take the heat, let some Viruses go at it instead. Virus Battling is an entirely optional mini-game, but you can acquire some very nice prizes if you're victorious!

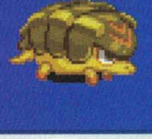


First, purchase the BtlrCard for 2000 Zenny from the spiky Navi in the Class1-2Comp (which is unavailable until Chapter 3 of the game). Doing so unleashes the Rare Viruses into the world. Find and defeat one of these Rare viruses and the Virus' data is stored on your card, ready to be used in battle. Note that Rare Viruses appear only in set areas, though.



VIRUS DATA

ARMADILL

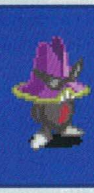


■

HP	ATTACK	MB
100	Arma Crush (20 DMG)	20

Rare Virus Location: Green Area 2

BIGHAT

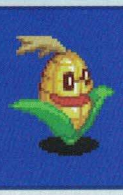


■

HP	ATTACK	MB
100	Flash Bomb (30 DMG)	30

Rare Virus Location: Undernet 1

BOMBCORN

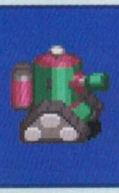


🍃

HP	ATTACK	MB
140	Popbomb (3x30 DMG)	20

Rare Virus Location: JdgTree Comp 2

CATACK

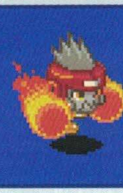


■

HP	ATTACK	MB
130	Tank Cannon (70 DMG)	30

Rare Virus Location: ACDC Area

CHAMPY

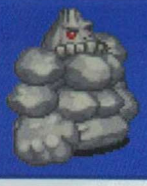


🔥

HP	ATTACK	MB
60	Fire Punch (20 DMG)	30

Rare Virus Location: Central Area 3

CRAGGER

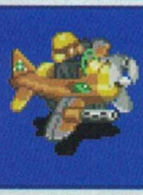


■

HP	ATTACK	MB
120	Golem Punch (50 DMG)	40

Rare Virus Location: JdgTree Comp 2

FGTRPLNE

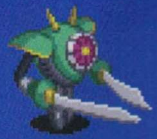


■

HP	ATTACK	MB
140	Air Raid (20 DMG)	30

Rare Virus Location: Sky Area 1

DARKMECH

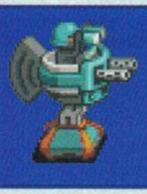


■

HP	ATTACK	MB
180	Thunder Ball (10 DMG), Machine Sword (100 DMG)	40

Rare Virus Location: Undernet 3

GUNNER

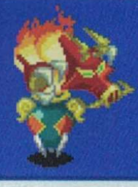


N/A

HP	ATTACK	MB
60	Machinegun (10 DMG)	20

Rare Virus Location: Central Area 2

ERTHDRGN

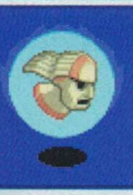


🔥

HP	ATTACK	MB
200	Dragon Road (100 DMG)	40

Rare Virus Location: ???

HEADYA

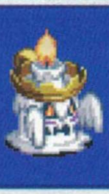


■

HP	ATTACK	MB
130	Face Attack (40 DMG)	20

Rare Virus Location: Underground 1

HNTDCNDL

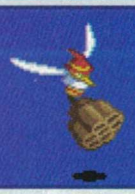


🔥

HP	ATTACK	MB
150	Burn Square (50 DMG)	30

Rare Virus Location: ???

HONYBMBR

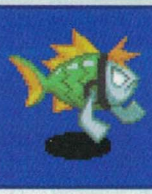


🍃

HP	ATTACK	MB
130	Risky Honey (5 DMG)	20

Rare Virus Location: JdgTree Comp 1

PIRANHA

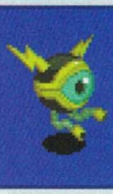


💧

HP	ATTACK	MB
70	Triple Arrow (20 DMG)	10

Rare Virus Location: Seaside Area 1

KILLEREYE

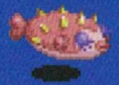


⚡

HP	ATTACK	MB
100	Killer's Eye (50 DMG)	30

Rare Virus Location: Underground 2

PUFFY

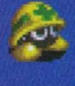


💧

HP	ATTACK	MB
80	Puffy Shot (10 DMG)	20

Rare Virus Location: Seaside Area 2

METTAUR

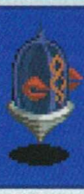


■

HP	ATTACK	MB
10	Shockwave (10 DMG)	10

Rare Virus Location: Central Area 1

PULSBULB

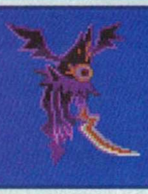


⚡

HP	ATTACK	MB
120	Elec Pulse (40 DMG)	30

Rare Virus Location: MrWeathr Comp 3

NGHTMARE

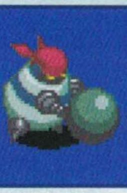


■

HP	ATTACK	MB
100	Black Sword (40 DMG)	30

Rare Virus Location: Underground 2

QUAKER

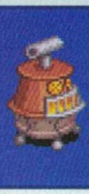


■

HP	ATTACK	MB
80	Shockwave (20 DMG)	10

Rare Virus Location: Seaside Area 3

OLDSTOV

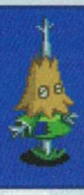


🔥

HP	ATTACK	MB
80	Hell's Burner (20 DMG)	20

Rare Virus Location: Central Area 3

SCARCROW

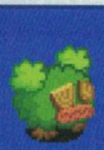


⚡

HP	ATTACK	MB
100	Doll Thunder (30 DMG)	40

Rare Virus Location: Sky Area 2

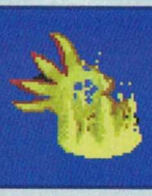
SHRUBBY



HP	ATTACK	MB
100	Rolling Log (20 DMG)	10

Rare Virus Location: JdgTree Comp 3

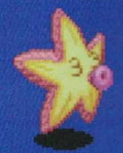
SNAKEARM



HP	ATTACK	MB
130	Jumping Worm (60 DMG)	30

Rare Virus Location: ???

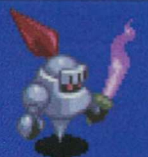
STARFISH



HP	ATTACK	MB
60	AirBubble (20 DMG)	20

Rare Virus Location: Aquarum Comp 3

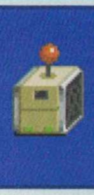
SWORDY



HP	ATTACK	MB
90	Wide Sword/Long Sword (30 DMG)	20

Rare Virus Location: Underground 1

WINDBOX



HP	ATTACK	MB
130	Wind (blow away)	30

Rare Virus Location: MrWeathr Comp 1

FIGHT IT OUT!

When you're ready to battle, seek out a uniquely-colored Mr. Prog in a select cyberworld and accept his challenge. It's a two-on-two battle. Pick two Viruses, place them on the grid, and let them duke it out! Bear in mind that each Virus has a certain MB size, and you can't place two Viruses whose MB totals more than 50.

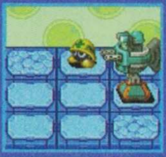
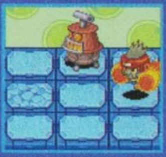
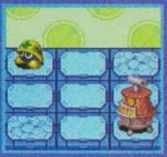
Virus Battles of this sort are a little different than normal. Each Virus on a team effectively has the HP of *both* Viruses. Your Viruses simply need to be the first ones to inflict the sum total of damage to the other team. Higher-level Mr. Progs only appear after you defeat the previous level one, so get cracking!

VERSION 1

Location: RoboDog Comp

Prize #1: S131 AirSpin1 F

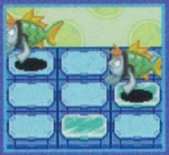
Prize #2: 500z / 2 BugFrags

FIGHT 1	FIGHT 2	FIGHT 3
		
Gunner	Gunner	Gunner
Mettaur	Mettaur	Mettaur
Combined HP: 100	*Combined HP: 100*	*Combined HP: 100*

VERSION 2

Location: WaterMch Comp
Prize #1: S189 AntiDmg R
Prize #2: 700z / 4 BugFrags

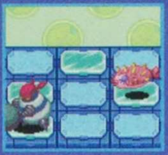
FIGHT 1



Piranha x2

Combined HP: 140

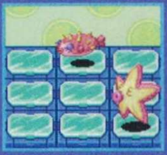
FIGHT 2



Puffy
Quaker

Combined HP: 160

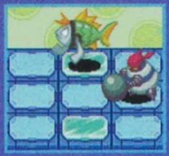
FIGHT 3



Puffy
StarFish

Combined HP: 140

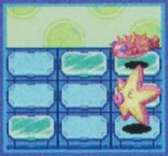
FIGHT 4



Piranha
Quaker

Combined HP: 150

FIGHT 5



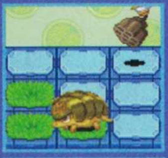
Puffy
StarFish

Combined HP: 140

VERSION 3

Location: PunshChr Comp
Prize #1: S169 Geddon L
Prize #2: 1500z / 6 BugFrags

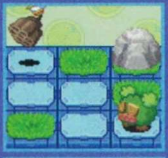
FIGHT 1



Armadill
HonyBmbr

Combined HP: 230

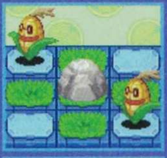
FIGHT 2



HonyBmbr
Shrubby

Combined HP: 230

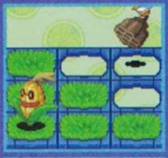
FIGHT 3



BobmCorn x2

Combined HP: 280

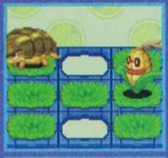
FIGHT 4



BombCorn
HonyBmbr

Combined HP: 270

FIGHT 5



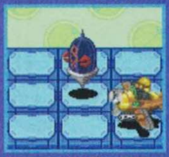
Armadill
BombCorn

Combined HP: 270

VERSION 4

Location: OxygnTnk Comp
Prize #1: S WindRack *
Prize #2: 2000z / 8 BugFrags

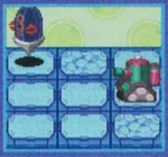
FIGHT 1



FgtrPlne
PulsBulb

Combined HP: 260

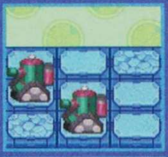
FIGHT 2



Catack
PulsBulb

Combined HP: 250

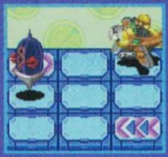
FIGHT 3



Catack x2

Combined HP: 260

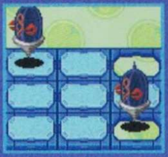
FIGHT 4



FgtrPlne x2

Combined HP: 280

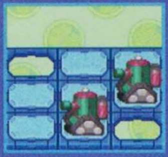
FIGHT 5



PulsBulb x2

Combined HP: 240

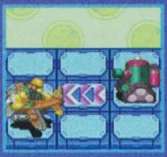
FIGHT 6



Catack x2

Combined HP: 260

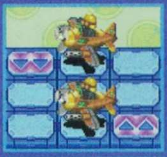
FIGHT 7



Catack
FgtrPlne

Combined HP: 270

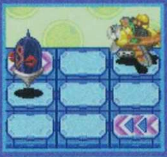
FIGHT 8



FgtrPlne x2

Combined HP: 280

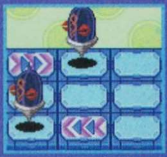
FIGHT 9



FgtrPlne
PulsBulb

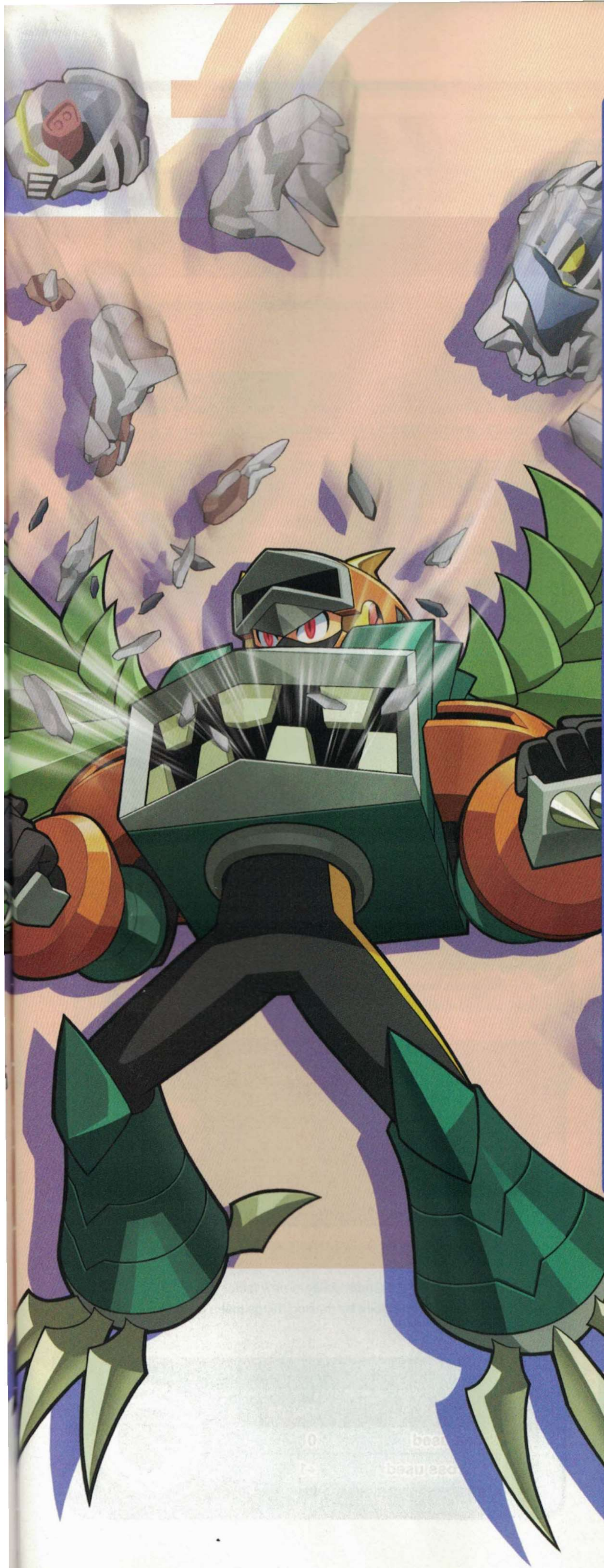
Combined HP: 260

FIGHT 10



PulsBulb x2

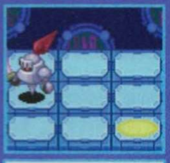
Combined HP: 240



VERSION 5

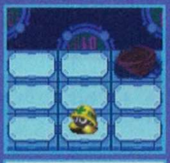
Location: Central Area1
Prize #1: ???
Prize #2: 3000z / 10 BugFrags

FIGHT 1



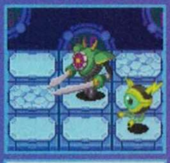
SnakeArm
Swordy
Combined HP: 220

FIGHT 2



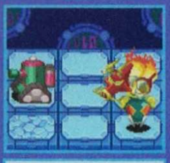
Mettaur
Nghtmare
Combined HP: 140

FIGHT 3



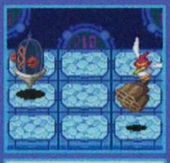
DarkMech
KillerEye
Combined HP: 280

FIGHT 4



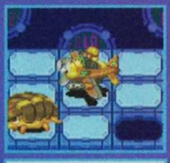
Catack
ErthDrgn
Combined HP: 330

FIGHT 5



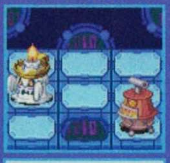
HonyBmbr
PulsBulb
Combined HP: 250

FIGHT 6



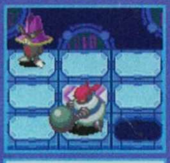
Armadill
FgtrPlne
Combined HP: 240

FIGHT 7



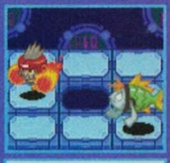
HntdCndl
OldStov
Combined HP: 230

FIGHT 8



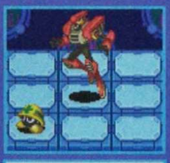
BigHat
Quaker
Combined HP: 180

FIGHT 9



Champy
Piranha
Combined HP: 130

FIGHT 10



Mettaur
BlastMan
Combined HP: 440

3.8

BETTER BUSTING

The Busting Level is the key to earning Chips from the enemies. The higher your Busting level, the greater the chances of receiving a Battle Chip from an opponent. This also increases your chances of obtaining rarer versions when it comes to multiple enemies or enemies with multiple Chips. If your Busting Level is too low, you will most likely receive Zenny instead of a Chip. And, of course, the lower the Level, the less Zenny you earn.

The points earned by your actions determine Busting Levels. Earning 11 points or more nets you an "S" Ranking, the highest level possible.

VIRUSES & BOSS NAVIS

DELETE TIME

Naturally, the faster you wipe out the Viruses, the higher your score. The following is the baseline rating that is calculated first when your Busting Level is determined.

Virus Delete Time	Points
0.00 ~ 5.00	6
5.01 ~ 12.0	5
12.01 ~ 36.0	4
36.01 and up	3

Of course, boss Navis have a different time rating and a somewhat more lenient one.

Boss Delete Time	Points
0.00 ~ 30.00	10
30.01 ~ 40.0	8
40.01 ~ 50.0	6
50.01 and up	4

NUMBER OF HITS

Naturally, getting hit is something you want to avoid. Each time your Navi takes a hit, its Busting Level is reduced.

# of Hits	Points
0	+1
1	0
2	-1
3	-2
4 or more	-3

MOVEMENT

Movement is a little thing, but it is important to note. By moving around less, your Navi can earn an extra Busting Level point.

# of Steps	Points
0~2	+1
3 or more	+0

MULTIPLE DELETION

Wiping out two or three Viruses with a single attack is worth a decent number of points. Wide-effect and piercing attacks are the key to achieving the points.

Multi-Delete	Points
Double Delete	+2
Triple Delete	+4

COUNTER HITS

A new way to boost your Busting Level is to utilize successful Counter Hits! The more Counters you rack up, the more points you earn. You can receive one point per Counter.

Counter Hits	Points
0	0
1	+1
2	+2
3	+3

CROSSES

When MegaMan obtains the Cross ability, a new factor is added to your Busting level. Earn an extra point by making things just a bit more difficult on yourself!

Cross Use	Points
Cross used	0
No Cross used	+1

Jack In
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LINKED NETBATTLES

When playing a GBA-linked NetBattle against a friend, the conditions for your Busting Level are considerably different. The following sections explain the details.

DELETE TIME

Quickly eliminate your opponent. The following is the baseline rating that is calculated first when your Busting Level is determined.

Delete Time	Points
0.00 ~ 30.00	10
30.01 ~ 45.0	8
45.01 ~ 1.00.0	6
1.00.01 and up	4

REMAINING HP

Since not getting hit in a linked NetBattle against a human player is somewhat difficult, you are judged instead by how much HP you have left after winning a fight.

Remaining HP	Points
100%	+3
75% to 99%	+2
50% to 74%	+1
49% to 1%	0

RECOVERY USE

Since your remaining HP is rated, the number of times you use a recovery Chip is counted against you to prevent over-abuse of this power. The Meddy Soul's recovery ability *does not* count against your Busting Level, though.

Recoveries	Points
3 or more	-4
2	-2
1	-1
0	0

COUNTER HITS

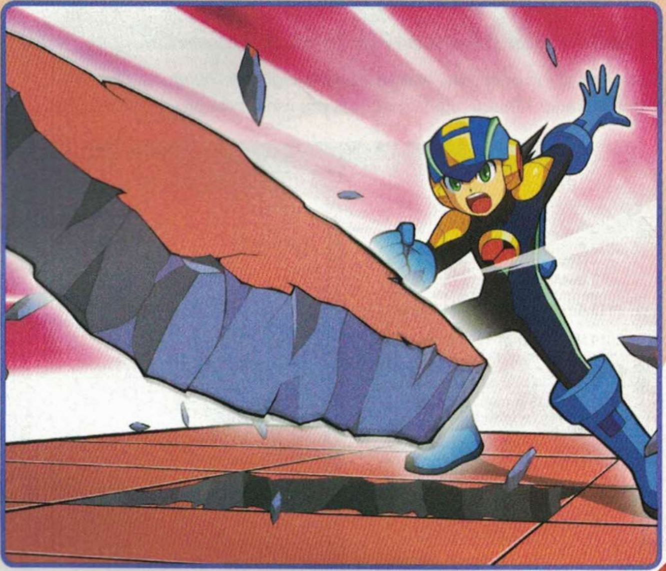
Counter hits add up in Linked NetBattles, too! Pop your opponent at just the right time for an extra point or two.

Counter Hits	Points
0	0
1	+1
2	+2
3	+3

HP DIFFERENCE

You and your opponent's HP level are big factors in your Busting level. Defeating an opponent with a much lower HP level is no real accomplishment, so you're negatively judged for it. Defeating an opponent who has *more* HP than you, however, is worth some big points.

HP vs. Opponent's	Points
400+ over	-4
200~399 over	-2
100~199 over	-1
0~99 over	0
100~199 less	+1
200~399 over	+2
400+ over	+4



3.9

SECRET DATA!

Okay, here's some secret stuff for you! A lot of this you can find in the game itself, but we're giving it you here because we like you.

QUIZ ANSWERS

Hiding among the populace are Quiz masters! Talk to them and test your knowledge; answer every question correct to win prizes! Luckily, you can keep trying should you get an answer wrong.

Mr. Quiz (Cyber Academy, Ch.3)

Question	Answer
#1	Left hand
#2	Pickaxe
#3	Catfish
#4	Human
#5	Yellow

Quiz Master (Aquarium, Ch.5)

Question	Answer
#1	150
#2	Eye
#3	Personal Terminal
#4	Truth
#5	4
#6	Fur Seal
#7	30
#8	8
#9	Seaside Area 3
#10	31st Century

Quiz King (Green Town, Ch.7)

Question	Answer
#1	10 Trees
#2	C and A
#3	SubChip
#4	AquaSwrd
#5	12
#6	40
#7	8
#8	Fanny
#9	NetBattle
#10	50
#11	MiniBomb
#12	30,000 feet
#13	70
#14	DiveMan
#15	QuizKing

WINNING NUMBER TRADER ENTRIES

Once AsterLand opens up, you can input 8-digit lotto numbers into the Number Trader. Get the right code, and you win a nifty prize!

Battle Chips

Prize	Number
S017 GunDelS3 W	14212857
S052 DrilArm M	60884138
S115 BlzrdBal H	97049899
S120 M-Boomer M	88674125
S121 Lance *	69544569
S133 AirSpin3 O	71757977
S137 CircGun V	51378085
S147 TimeBom3 M	23722234
S163 Recov300 Y	75641392
S169 Geddon *	38116449
S186 ColArmy *	44892457
S187 ElemTrap *	08789369
S193 Uninstll G	97403000
M007 HeatMan *	12404002
M010 ElecMan *	30424514
M013 SlashMan *	55910601
M016 EraseMan *	84387543
M019 ChrgeMan *	92070765
M007 SpoutMan *	51702791
M010 TmhkMan *	67520179
M013 TenguMan *	00297421
M016 GrndMan *	10414878
M019 DustMan *	79814666
M022 BlastMan *	24616497
M025 DiveMan *	32310827

Customizer Parts

Prize	Number
Beat (blue)	70741543
BodyPack (pink)	28271002
BustPack (red)	19790420
ChargMAX (blue)	94305487
HP+50 (pink)	37889678
HP+100 (white)	49951337
HP+200 (white)	24823665
HP+300 (pink)	54654618
HP+400 (green)	08749780
HP+500 (white)	55031323
Rush (yellow)	32132348
SpeedMAX (white)	12046210
Tango (green)	69548756
SpinGrn	09256524
SpinRed	77837421
SpinYllw	41976910

SubChips

Prize	Number
DashRun	15511679
DashRun	74198795
DashRun	79459146
FullEnrg	39345483
FullEnrg	45566783
FullEnrg	87341489
LocEnemy	16336487
LocEnemy	37495453
LocEnemy	68008194
LocEnemy	98766899
Unlocker	04789479
Unlocker	41161139
Unlocker	82564319
Unlocker	99910954
Untrap	09000465
Untrap	22812406
Untrap	59485971

CUSTOMIZER PART COMPRESSION COMMANDS

Most Customizer Programs more than one block large can be made smaller. Simply move the cursor to the program you wish to compress in the list to the right of the screen, press and hold → on the control pad, and enter the correct sequence of buttons. Get it correct and blocks are removed from the Program, making them fit into your grid easier!

Compression Codes

Part	Code
AirShoes	ARBABRRBAL
AntiMagc	BLALBRALBA
AttckMAX	LBRBABLBAL
AutoRecv	BBBAABAABB
Battery	BRBBBBBARR
Beat	LRBBALRABA
BodyPack	RLABLRLAAB
BustPack	BAABBBALBA
BugStop	AAABRLBAAL
ChrgeMAX	LLALLBABBB
Collect	ALABBAAABA
Custom1	LBBRBAALRR
Fish	ARAABARRBA
FlotShoe	RALABLBBRB
FstBarr	BBARABLARR
GigFldr1	BLBRLLLABA
Humor	LLABLBABLL
Jungle	ALARBRARLB
MegFldr1	ARLALALLAB
Millions	RBARALBBBL
NmbrOpen	BBBABBAARB
OilBody	LRABARBBLR
Poem	BABARRLLAB
Reflect	LAABRRLRLR
Rush	RLBAABALLR
Shield	RBBBAAABRL
ChpShufl	RRABLRARLA
SlipRunr	ALAAALLABR
SneakRun	BBBABBAARB
SpeedMAX	AALABRALBA
SprArmor	ABLLAALRBA
Tango	BRBRRABBRA
UnderSht	RRALLRAABB

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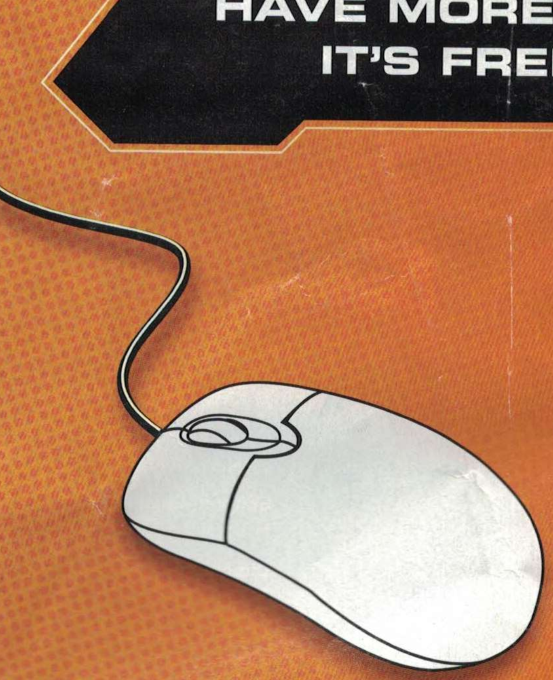

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